A NEWSFIELD PUBLICATION £1.50

The Games machine

THE FUTURE IN YOUR HANDS

TX: 014 JANUARY 1989

MARTIAL ARTS ACTION

TGM PREDICTS THE FUTURE

ASTROLOGICAL SOFTWARE

TGM GAME AWARDS

37 REVIEW PAGES

TOYS FOR YUPPIES

Mel Croucher on the dog and bone

PHILADELPHIA COMMODORE SHOW TGM Reports

PUT A DIGIT IN AND DIAL [illegible] WIN A SEGA MASTER SYSTEM!

DETAILS INSIDE

WIN! A Who Dares Wins weekend

Yet another Amiga A500

THE GAMES MACHINE is a dedicated multi-format computer games magazine covering Atari ST, Commodore 64/128 and Amiga, All Spectrums, IBM PC and compatibles, MSX, Amstrad CPC, Nintendo, Sega, and PC Engine

ELECTRONIC ARTS™

Software Centre

[illegible]

**Combat ACTION . . . Racing ACTION . . .
Sports ACTION . . . Arcade ACTION . . .**

THE VERY BEST IN 16-BIT SOFTWARE FOR YOUR HOME COMPUTER

F/A 18 INTERCEPTOR.
If you want seat-of-the-pants air combat action miraculous graphics and NO six month training period look no further!
ACE

NOW AMIGA

POWERDROME.
Powerdrome is full of neat graphical frills It is a good 3D style racing game for the ST and Amiga You won't be disappointed if you fork out for it. I can recommend it thoroughly'.
C & VG

NOW ST SOON AMIGA

SKATE OR DIE.
Flawless in-game presentation Animation as smooth as silk Tremendous little tune Without doubt a brilliant sports simulation
ZZAP

NOW PC SOON SPECTRUM & AMSTRAD

ZANY GOLF.
UNBELIEVE A BALL INCREDI-BALL ADDICTI BALL' Nine unique arcade-style holes rolled into one challenging game

NOW PC SOON ST and AMIGA

EXCITING!
ORIGINAL!
AUTHENTIC!

ELECTRONIC ARTS®

Electronic Arts produces Home Entertainment Software on most Computer formats For a complete product catalogue please send 50p together with a stamped and self addressed A5 sized envelope to **Electronic Arts "Catalogue Offer", Electronic Arts, 11-49 Station Road, Langley, Berks SL3 8YN**

HOW TO ORDER Visit your local retailer or call Slough (0753) 46465 for the location of your nearest stockist Dealers please call (0753) 40906

The Games machine

THIS ISSUE . . .

REGULARS

9 **TGM NEWS AND PREVIEWS**
More news, more screens than ever before. Catch the latest on the new consoles and computers, and find out why gine won't buy software.

31 **THE TGM REVIEW CATALOGUE**
At 37 pages it's a record-breaking issue. All the latest in 8-bit, 16-bit and consoles (including *R-Type 2* and *Drunken Master* on the PC Engine), *plus* the long-awaited TGM game awards

86 **GETTING ADVENTUROUS**
Rob Steel gets nostalgic as he looks back over the best and worst adventures of 1988, including the ultra high scoring *Space Quest 2*, *Jinxter* and *Legend Of The Sword*

88 **COIN OP CONFRONTATION**
The lad can't get his hand out of his pocket quickly enough to thrust coin upon coin into *New Zealand Story* and *Ghouls and Ghosts*

91 **ROBIN HOGG'S PLAYING TIPS**
Tips to make your gaming an altogether more enjoyable experience

95 **FANTASY GAMES**
John Woods frightens himself witless with the Lovecraftian monsters of *Cthulu by Gaslight*

97 **MUSIC MATTERS**
Live from the Kidderminster Fuhrerbunker, the wicked Dr Vibes locks himself up with Microdeal's *ST Replay* package – a sampler at a surprisingly nice price

102 **MERCY DASH**
That's no lady - it's Mercy Dash! In keeping with the spirit of the season TGM presents a ten page colour panto special

115 **INFODESK**
Answers to more of your snotty, and sometimes nutty, technical questions

117 **READERPAGE**
Simon Glister speaks out in praise of Cybernauts, whilst everyone else praises the current obsession - the MSX

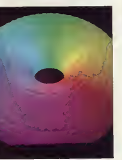
121 **CHARTS**
TGM brings you the world of home computing on a sliding scale from 1 to 10. Some things are serious, but then again, somethings aren't

125 **BACK BYTES**
The complete one-stop guide to hardware and peripherals for your computer, including all you need to know about printers

GOD BLESS AMERICA

PAGE 16

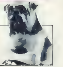
Because that's where TGM tracked down the Commodore show – and was amazed by the likes of *ComicSetter* and *LIVE*



GUPPIES!

PAGE 24

Not land-dwelling fish but a new word for a new breed of homo sapiens. The guppie hasn't lived unless he's owned an ultrasonic flea collar or a phone that works in the bath. TGM delves into the awful electronic truth



[illegible] you [illegible] TGM's new logo and bigger and brighter image, but, be assured the changes are far from being simply cosmetic. Games reviewing at TGM is second to none because TGM game reviewers don't just play games, they eat breathe and sleep them! What's more, if you're a regular reader you'll know we don't prejudge a game simply because of the sales hype, or because we favour a certain format.

Turn to the reviews section of this issue: a record breaking 37 pages including no less than five Sega games, plus the amazing *R Type 2* on PC Engine. We hope you'll like the new TGM awards useful too. They're not just designed to look pretty but to tell you instantly what are the best games around and what to leave on the shelf.

TGM has always been first with the news, and this issue is no exception. Inside you'll find exciting details of the Atari ST Plus, the ST console and the Amiga console (as for the Sharp 68000, unless you have £1580 to spare and live in Japan you may as well forget it).

Still inside, Mel Croucher takes his customary anarchic look at the world with *The Gift of the Guppie* (an alarm clock that turns off when you shout at it? Now that's what I call progress). TGM goes trans-Atlantic with an exclusive Commodore show report and TGM's telephone promotion gives you the chance to win a Sega Master System – so get your digit in the dial. Still on the subject of competitions, we're giving away yet another Amiga and a trip to *Who Dares Wins*, where pretending to kill people has never been so much fun!

Back Bytes continues to bring you essential information on hardware and peripherals, and this month there's a full guide to printers.

If you've been with us from issue 1 I'm sure you'll find TGM a bigger, better, more informative magazine. If you've just joined us, welcome aboard. You have in your hands the only multi-format games magazine that takes games, and itself, seriously.

Have a Happy Christmas

Jon Rose
Editor

THE FUTURE IN YOUR HANDS

DIAL THIS NUMBER: 0898 555080 and you could win a Sega Master system! See page 28 for details

FEATURES

18 PHILADELPHIA COMMODORE SHOW
On the other side of the pond TGM finds interesting products on display including *The Honeymooners*, *Charon 5*, and for the Amiga the fascinating *ComicSetter* and *LIVE*

122 SOFTWARE RISING
TGM finds that the secret's in the stars with Electric Ephemeris' powerful astrological program *PCA*

WIN!

A WHO DARES WINS WEEKEND

Courtesy of Infogrames. Kill the enemy, trap your own food, dodge bullets and bombs and still get home in time for tea
See page 20

WIN!

SURELY NOT? YES! ANOTHER AMIGA

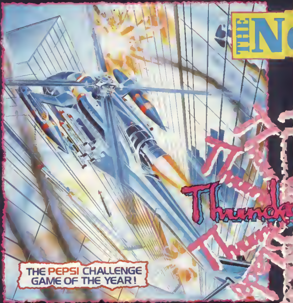
Thanks to Epyx, plus 20 copies of *The Games Summer Edition* for the runners up
See page 112

EDITORIAL AND HEAD OFFICE *47 Gravel Hill Ludlow Shropshire SY8 1QS* ☎ (0584) 5851/2/3 **Editor** Jon Rose **Reviews Editor** Nik Wild **Features Editor** Barnaby Page **Staff Writers** Robin Hogg, Warren Lapworth, Robin Candy **Editorial Assistants** Viv Vickress, Caroline Blake **Researcher** David Peters **Photography** Cameron Pound, Michael Parkinson (Assistant) **Contributors** Jon Sams, Mel Croucher, Robin Evans, John Sassin **PRODUCTION DEPARTMENT** *1/2 King Street, Ludlow Shropshire SY8 1AQ* ☎ (Staff) 5851/2/3 **Production Manager** Jonathan Rignall **Art Director** Markie Kendrick **Assistant** Wayne Allen **Reprographics Supervisor** Matthew Uffindell **Production Team** Ian Chubb, Yvonne Priest, Melvin Fisher, Robert Millichamp, Robert Hamilton, Tim Morris, Jenny Reddard **ADVERTISING AND ADMINISTRATION DEPARTMENTS** **Editorial Director** Roger Kean **Publisher** Geoff Grimes **Group Advertisement Director** Roger Bennett **Advertisement Manager** Neil Dyson **Advertisement Sales Executives** Andrew Smales, Sarah Chapman **Assistants** Jackie Morris, Lee Watkins ☎ (0584) 4603 or 5852 **Group Promotions Executive** Richard Eddy **Mail order** Carol Kinsey **Subscriptions** Denise Roberts *PO Box 20 Ludlow Shropshire SY8 1DB* ● Typeset by **The Tortoise Shell Press**, Ludlow and set out Apple Macintosh II running Quark *XPress 2.0*. Colour origination by **Scan Studios** *Wallace Road, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG** *Tavistock Road, West Drayton, Middlesex*

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of TGM. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you need to win a prize and it doesn't turn up, in which case drop Viv Vickress a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes may enter one of our competitions. ● No material may be reproduced in part or in whole without the written consent of the copyright holders. We cannot undertake to return anything sent into TGM – including written and photographic material, hardware and software – unless it is accompanied by a suitably stamped, addressed envelope. We regret that readers' postal enquiries cannot always be answered. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates. The views expressed in TGM are not necessarily those of the editor. Screenshot material from *Electronic Game Player* reproduced by kind permission of Sendai Publications, Riverside, California. Other Newsfield publications are CRASH, Spectrum, ZZAP! Commodore 64/Amiga, FEAR (fantasy and horror) and MOVIE – THE VIDEO MAGAZINE. Now that's interesting, but why are you reading all this when there's 143 pages to go? © TGM Magazines Ltd 1989 A Newsfield Publication ISSN 0954-8092

Cover design by Oliver Frey

The meanest fighting machi

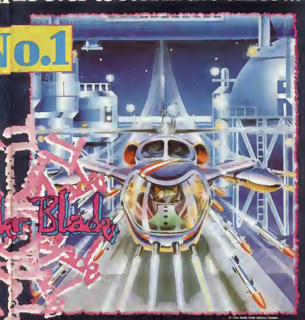

THE N
Thunde
THE PEPSI CHALLENGE GAME OF THE YEAR!

THUNDER BLADE™
Hold on to your stomachs, unscramble your brains for the journey of a lifetime as you take the controls of the most advanced Helicopter armaments specialists could ever conceive – outmanoeuvre the fastest jet fighter, outgun the most dangerous gunship.

Traverse the war-torn skyline of skyscraper city as you sharpen your skills for the battle ahead. Plunge out to sea for an epic encounter with a huge, heavily armoured gunship. Race on to a shoot-out in the rocky canyon and dense forests, where your flying expertise is tested to the limits as you dive, hover and skilfully manoeuvre your way through this fortified maze.

CBM 64/128 £9.99t, £14.99d, SPECTRUM 48/128K £8.99t, +3 £12.99d, ATARI ST £19.99d,

ine ever to storm the skies…



Screen shots from various formats.

Thrusting forward you gallantly roar ahead blasting enemy gunships, armoured tanks, jet fighters – avoiding heat seeking smart missiles through the perilous oil installation to reach the final encounter – the awesome APACHE battle cruiser, the action never ceases. Never that is until you emerge victorious – Golden Gunner – master of the meanest fighting machine ever to hit the skies.

[illegible] Sega Enterprises Ltd. Japan, and THUNDERBLADE™ and SEGA® (or SEGA™) are trademarks of Sega Enterprises Ltd.

SEGA®

AMSTRAD CPC £9.99t, £14.99d, AMIGA £24.99d, IBM PC & COMPATIBLES £24.99d

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

THE MOST EXCITING FILM OF THE YEAR NOW FOR YOUR HOME MICRO
SEE THE BLOCKBUSTING MOVIE ON VIDEO AVAILABLE NOVEMBER 11th FROM VIRGIN VISION
ROBOCOP
ocean

Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to hit a computer screen await you. The future is here and now when you take up this challenge. PART MAN – PART MACHINE – ALL COP – ROBOCOP

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTRAD

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

Slipstream to run £15 disk games – in 3-D

by Barnaby Page

More details are emerging of the supposedly secret Slipstream console from joystick manufacturer Konix – and its extraordinary set of add-ons.

The £149 console, due to be on sale in the autumn of 1989, will apparently use a standard 3-inch disk (as found in Amstrad CPCs, PCWs and the Spectrum +3) as well as cartridges.

And Konix are believed to prefer disk-based software. Disks are cheaper than cartridges – software prices for the Slipstream will range from £15 to £25. An anticopying device in the disk mechanism will prevent piracy.

Boasting up to 4,096 colours onscreen without lost speed, a 3-D zoom facility built into the hardware and CD-quality stereo output, the Slipstream's specification has impressed all who've seen it.

Internally it has four customised chips: a central 16-bit processor from Motorola's 68000 family running at 18 million instructions per second (mips), and a blitter chip running at 70 mips.

The report of a 68000 processor – as found in the ST and Amiga – contradicts earlier suggestions that it would be a PC-style 8086 chip.

3-D vision

As for peripherals, besides the sub-£100 hydraulic chair mentioned in TGM012's exclusive report, there will be a multifunction joystick and a helmet providing 3-D vision with built-in speakers.

The machine itself has a multipurpose joystick, said a source who has seen the console's specifications. 'It can be used as a flight controller. You can switch it to the steering of a car. You can put two parts of the console on the floor as pedals.'

The Slipstream, which comes with a light gun, is said to resemble 'a console inside a joystick' – whatever that means.

So far so good

However, software houses keen to join the Slipstream bandwagon may run into problems with Konix. The firm, based in south Wales, is apparently looking more to American software houses such as Broderbund, Mindscape and Activision after a series of leaks which it believes came from British software producers.

One reliable source says that the only UK software house already signed to produce a Slipstream game is US Gold. Two other European companies, in France and West Germany, are also working on software for it, while a further 30 or so firms are interested.

Software houses will not be able to produce Slipstream games without Konix's permission, because each game will use special code to unlock the Slipstream and load the software. People could copy the code from one game, but it wouldn't work with another.

In concept, this is similar to the device Nintendo use to prevent unauthorised firms producing Nintendo software. However, Nintendo's lock mechanism relies on a key in the actual physical cartridge rather than the code – and several UK engineers have now got around it.

Konix's Wyn Holloway: he's got it out

Konix console: key points

- Highly praised for graphics and sound
- Imaginative peripherals including hydraulic chair and 3-D helmet
- 16-bit processor
- Extremely fast blitter chip for graphics handling
- £149 price, with disk games starting at £15
- Released late summer 1989

Atari promise an ST console for mid-'89

In about six months Atari will launch a sub-£100 console based on 16-bit ST technology.

Details are scarce, but the cartridge-based console is expected to be compatible with existing ST software (meaning that ST games can easily be converted). And the games, costing around £25 each, will mostly be arcade action.

But it doesn't spell the end of the ST – it's a games machine only. An Atari spokesman told TGM: 'We aren't going to kill the golden calf that the console was originated from – the console is aimed at the younger person who is not proficient in the ways of the ST and hence the console will prove very user-friendly.'

■ In another variation on the *ST* theme, Atari were cautiously showing their portable ST – nicknamed Stacey – at the Comdex trade show in Las Vegas, USA, last month.

It's reportedly a 1040STF in a different box and with an LCD display. The only other difference – apart from the smaller size – is the fact that it uses a trackball instead of a mouse, which would need more space to move around. (A trackball is essentially like the roller on a mouse's underside – you rotate it in your palm.)

The British-designed Stacey is, of course, not the first Atari product to be whispered about and shown to a select few without being released. Remember the CD ROM player they've been promising?

The ST: soon to be a console

Viva video! Microdeal have released 'Live', a £399 software package which helps you create interactive laser-disk games (as if you **really wanted** to). TGM expects this to be the next big thing – that is, after the 2,083 other next big things.

Starstruck US Gold, who despite their name are more at home on the mean streets of Birmingham than the wide open prairies, are getting a bit more **American** with a deal with California-based Lucasfilm Games.

US Gold will release six games from *Star Wars* director George Lucas's software stable in 1989, including *Zak McKraken And The Alien Mindbenders* and air fighter *Battlehawks – 1942*.

Those will be on 16-bit and C64 only, but future titles including *Indiana Jones: The Last Crusade* (expected for autumn 1989) will appear on Spectrum and CPC too.

Domark are the software house currently associated with Lucas, thanks to their various *Star Wars* coin-op conversions (most recently *Return Of The Jedi*), but maybe the US Gold empire has finally struck back.

Amiga meets PC Yet another Amiga model is due to be on sale in 1989. The Amiga 2000AT has an IBM PC AT emulation mode (**thrilling**, eh?), which to the blissfully uninitiated means it can run virtually all PC software.

Only disadvantage is that it's reported to have a 5.25-inch disk drive – rapidly becoming unpopular as software houses and users grow to favour the 3.5-inch standard. A price of some £1,500 is expected. What **thrills**!

Charity corner Remember *Soft Aid*, *Off The Hook* and *Kids Aid*? All were game compilations **donating** proceeds to charity (hunger, drug abuse and child abuse respectively) – and now another is planned for 1989. This time the beneficiaries will be autistic children. Watch this space for details.

Satellite clout Generous old Amstrad, already producing a £199 satellite dish for Rupert Murdoch's four Sky channels, are producing a descrambler for other channels . . . so you can watch them **free**.

But you'll have to have a new £10 card every month – which may not be such a **fair gain**. Back in TGM010, Maxwell Satellite Communications suggested that average payments for receiving 16 channels on their satellite dish could be as little as £5 a month.

Atari show 'was crap, nothing outstandingly new' Well, that's what our reporter reported. Seems though that Microdeal are producing a video frame-grabber which will let you take images from, say, *E.T.* and use a graphics package to convert them into something utterly **obscene**.

Strange thing is, Microdeal will only release it if they can make it **cheap** – that's never stopped some people!

Microdeal created a stink, or at least a vague **odour**, before the show. They objected when US Gold and Ocean planned to send representatives to the event's games workshop, a tutorial do for programmers – even though they didn't have stands. The two software houses were subsequently uninvited.

The last straw: When System 3 put rubber shurikens (deadly throwing stars) in 25,000 limited edition copies of *Last Ninja 2*, Boots decided mystic oriental violence didn't go too well with the nappies and nourishing soups. So they **refused** to take the shuriken version of the C64 game.

Other retailers have removed them from the box, or stuck warnings on the front, believing it to be dangerous. Moral: when you wish for sales upon a star, check with the chain stores first.

Permanent PC show: People who have nothing better to do than look at off-white boxes can now do so all year round, thanks to Eagle Business Computers. Eagle have opened what they claim is Britain's first permanent **computer display centre** – mostly business machines but a home micro section too.

Just stand and **gawp** at Glamorgan House, David Street, Cardiff!

On the lines. Not only can long-distance addicts now play interactive *Shades* on MicroLink, they can also access 120 pages of **MIDI** music info on **PRESTEL**. MIDIgen, run by the British Association of Computer Clubs, starts at page 8110921 (to jump in, type *811090#).

It's enough to make us want to buy a modem, so read what's what in Networkland in **future** TGMs.

What if they gave an Amstrad Computer Show and nobody came? Database Exhibitions know the feeling (almost): 3,300 people turned up to the show at Manchester's G-Mex from October 21 to 23, more than 1,000 under last year's figure.

We think they all stayed in front of the **fire** to play with their Sinclair Professional PC 200 – ideal both home *and* office [illegible]

Problems lurk for Sinclair +2/PC buyers

Amstrad and chain store Comet have run into criticism over hardware problems and bundled software for the Sinclair range.

Amstrad's first problems arose in mid November, when it was realised that new Spectrum +2s – called +2As and recognisable by their black casing – are incompatible with many Spectrum peripherals.

This is because the new +2A uses the +3 circuit board, and the +3's expansion slot pins are different from the old +2's.

There are now four ROM select lines (used so an add-on's software can control the computer), whereas the old +2 had only two. And there is no 9V output to power peripherals.

It's also been suggested that graphics and sound code in some software may not work with the +2A.

Despite these problems, the +2A is being sold in the same packaging as the old +2 – so potential purchasers should check inside the box that their +2 is grey, not black.

On the good side, the Spectrum changes do mean that the +2A has a Centronics parallel printer port – like the +3, unlike older +2s.

Many observers are speculating that the circuit-board switch means Amstrad are trying to get rid of unused +3 boards – presumably because the +3 isn't selling well.

Comet charge

Meanwhile, at least some Comet stores have apparently been selling the Sinclair Professional PC 200 (TGM**012**) without its essential software: the MS-DOS operating system, GEM 3 environment and GW BASIC language.

One reader who contacted TGM said it's a poor state of affairs when you buy a machine for £343 and it's useless. The reader, who lives in East Sussex, said he had been told he would have to wait several weeks for the software.

At press time, neither Amstrad nor Comet headquarters were available for comment.

But Mark Campbell, Assistant Manager at Comet in Eastbourne, told TGM that after some delays the software had finally been shipped to Comet stores. People who have a PC 200 without the software should now be able to pick it up from the branch where they bought it.

■ Soon after the +2A problem became known, Miles Gordon Technology released a £7.95 interface adapter board which will enable +2A owners to use their Plus D disk interface. MGT's board, which may work with some other add-ons, disables two ROM select lines and restores the 9V power output.

But designer Paul Thomas warns that slight problems may arise when using the Plus D and 128 BASIC mode (called +3 mode on the +2A). For instance, error messages cause the BASIC to revert to 48K mode.

Miles Gordon Technology, *Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH* ☎ (0792) 791100

Few [illegible] Comet [illegible]

Amiga shines at US show

by Marshal M Rosenthal in Philadelphia

November's Commodore show Stateside was highlighted by Amiga graphics – both for the artist and the game player. And top of the games list for graphics come Mindware's *Charon 5* and First Row Software's *The Twilight Zone*.

Charon 5 requires quick reflexes, with the action taking place on 11 levels totalling 5,400 colour screens. The same software house's *Aunt Arctic Adventure* has you battling to rescue your aunt from the evil Arctic circus – watch out for Big Brutus!

It's [illegible] that [illegible] Twilight Zone (Amiga screen)

The Twilight Zone combines text adventure with static graphics on the Amiga to recreate the mood and mystery that comes from dimensions not only of sight and sound but of mind. Participate in the convoluted and bizarre – while dreading the patented twist ending.

Those more inclined to humour will enjoy the interactivity of *Jackie Gleason's The Honeymooners*. Like *The Twilight Zone*, this First Row Software game is also slated to appear on the C64 in early 1989.

Nifty also is *Dragon's Lair* from ReadySoft – six disks of high-quality cartoon animation, strategy and arcade action.

You know how good that one can be, so nuff said. But a few words about *Scary Mutant Space Aliens From Mars*, okay? Text combines with digitised graphics to make this a fun, if slightly silly, adventure. There are animated fighting sequences – but best of all, real aliens are included in every box!

Audiogenic just want girls to have fun

If you're unlucky in love you'll turn to computing – at least that's the theory of software boss Peter Calver.

Calver, Managing Director of Audiogenic, explained: 'It tends to be the loners who buy the computer to fill in the spare evenings. In my experience women have no trouble finding boyfriends while men can't find girlfriends – so men have more time to kill.'

But Calver would like even the girls to start killing time (and maybe aliens) with Audiogenic games. So he's planning to produce more 'cuddly' games like *Helter Skelter* (TGM011) and sports simulations with female athletes as sponsors.

'I think the whole aura that surrounds computers is male oriented,' observed Calver. 'Even when you have got women involved they tend to get desensitised and brainwashed.'

Twice the number of bits

Meanwhile, Audiogenic are going further into 16 bit in a bid to 'shake all the dust and get out of the rut'.

Calver told TGM that the software house, formerly a BBC specialist and once known as ASL, will be producing fewer games – but more high profile ones.

'In 1987,' Calver said, 'we produced one product worth shouting about – *Impact*. This year we produced two worth shouting about – *Helter Skelter* and *Emlyn Hughes International Soccer*. Next year we're producing five in the first six months.'

There's also the possibility of a 16-bit *Emlyn Hughes International Soccer* following its Spectrum and Amstrad CPC conversions.

Audiogenic will continue to release BBC software, said Calver, but they'll be 'converted from other formats rather than vice versa. Writing software on the BBC and converting to the C64 is a joke. We tried that with *Psycastria* [in early 1987] and it bombed.'

Other projects include home educational software, which Calver describes as 'the computer equivalent of teach yourself books', probably on the Supersoft label.

Audiogenic are also recruiting a new team to help them into 'the big league'. Game design, graphics and sound specialists are sought for the Harrow based firm, though most code work will be done by freelances.

■ As we went to press Audiogenic announced a £50,000 charity tie-up with Barnardo's, which works with handicapped and troubled children. Anyone sending Audiogenic a donation to Barnardo's will receive a free game in return – for C64, Spectrum, BBC or Electron.

£50,000 worth of software is being given away altogether. Send cheques or postal orders made payable to Barnardo's, plus 42p in postage stamps, to Barnardo's Offer, *Winchester House, Canning Road, Wealdstone, Harrow HA3 7SQ*.

Audiogenic's [illegible] Emlyn Hughes; now looking for a lady sponsor

Printer costs to rise after EEC ruling

Printer prices could soon suffer a sharp increase following an EEC decision aimed at cheap Japanese imports.

Under the new rules Epson, NEC, Citizen, Brother, Seikosha and Fujitsu printers – among others – will have to be made up to 47% more expensive (different figures apply to different firms).

The move came after European manufacturers complained that the success of cheap Japanese models was undercutting their own business. For instance, some 80% of all dot matrix printers sold in Britain are Japanese.

Now the EEC reckon increased prices will even out the price difference between Japanese and European firms and help sales of the home-grown machines.

Printers manufactured within the EEC by Japanese companies are exempt from the new price rule. However, most will still be more costly than the made-in-Japan models have been this summer: for instance, several such firms including Citizen had to up prices by about 10%. That's because manufacturing in Europe is more expensive.

■ European and American companies will not have to raise their prices. These include Amstrad, Mannesman Tally, Olivetti and Tandy.

Buying a printer: Back Bytes

What's VAT?

For nine and a half years a grim spectre has been stalking micro users: 15% value added tax (VAT).

Everything you buy in the corner computer shop except books and magazines has a whopping 15% tax added to its price.

The VAT charge is normally included in advertised prices for software, though not always for hardware – which is why something priced at £299.99 can really cost you closer to £350. And that's usually only mentioned in the small print.

But at TGM we've decided that people have been misled by manufacturers for too long, so from now on *all* prices we mention in the magazine include VAT.

■ If you run a business you probably know already that by registering with Customs and Excise you can claim back the 15% VAT on anything you buy for your work – which might include your micro. Contact the local Customs and Excise office listed in the phone book.

New MSX please, we're British . . .

by Robin Hogg

As new consoles and computers appear all round, there's now an improved MSX – the MSX 2+ – though no UK launch date has yet been set.

The machine comes in three models from Panasonic, Sanyo and MSX leaders Sony. It has a Yamaha FM sound chip, a palette of 19,268 colours (more than four times the state of the art Amiga's) and a 514x424 screen resolution. However the central processor is an 8-bit Zilog Z80, à la Spectrum.

According to a spokesman for the Konami Software Club, which deals with MSX games, the graphics are impossible in their use to distinguish from normal TV. 'We're not talking PC Engine, Sharp 68000 [a £1,500 Japanese machine] or Amiga graphics, we're talking *real life*.'

High praise or high hype? Japanese software companies seem to believe the former – they're already taking it to heart with upgraded conversions of existing games and some original titles.

Software for the MSX 2+ includes a 3-D *F1 Spirit* from Konami and *Super Laydock II*, featuring supersmooth scrolling.

In Japan the system is around £300, with disk based games at about £20 each.

What's in a name, part I. Smartass software house Thalamus have dragged up a new word for 'conversion' – the next incarnation of C64 hit Sanxion is dubbed *Sanxion The Spectrum Remix*.

As fast rising **clichés** go this could rank alongside 'leisure software' (games), 'personal productivity packages' (applications) or even the magnificent 'standalone system' (um, just name your computer . . .).

What's in a name, part II: Taking a lead from the resounding, tongue rolling success of *Mad Mix The Pepsi U.S. Gold Computer Challenge Series Game As Featured On A Lot Of Very Big Screens At The PC Show*, Gremlin Graphics have hopped into bed with the manufacturers of Chewits sweets.

Gremlin's *T Wrecks* has been renamed *The Muncher* in a touching tribute to the **tooth rotters'** TV commercial character, and the game will be mentioned on 8.5 million packs of Chewits.

Cheap Mandarins. Games from Mandarin Software are likely to [illegible] on budget eventually. Reports say they're making a **new deal** between Database, Mandarin's owners, and budget house that started **Alternative Software** (which also publishes budget Summit and full-price Again Again labels).

Still, we reckon that 4,096-colour Amiga *Pioneer Plague* won't have a **chance** against Code Masters' Spectrum simulators.

Our type of people. The US Gold empire is striking back in the great *Katakis* affair. In September their game of that name was withdrawn after legal rumblings from *R-Type* producers Activision, who claimed it **was a rip-off**.

Now US Gold are looking at a rewritten *Katakis* from the German based Rainbow Arts programmers – and insisting that the new title (*Denaris*) will be thoroughly **law abiding** while just as fab, brill, playable etc.

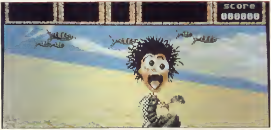
Thumbs down. US based ST software firm The Moving Finger Company are closing their British office in Southampton but will still be doing transatlantic business.

The firm published *The Moving Finger* newsletter for **very serious ST users** (they had to be serious at £30 for six issues) and released application titles including *Protext* and *Third City*.

Anyway, that new address in full: Proc Products, *PO Box 68, Chepachet, Rhode Island 02814, USA*. ☎ (from UK) 010 1 401 568 6459 – and don't forget they're five hours **behind Britain**.

Never before have so many sprites looked so good for so long

Weird screens



Um, it's different! Weird Dreams is a game made for screenshots – vivid, warped landscapes depicting the nightmare world of the gameplay.

The story's simple enough: in hospital, in a coma, you slip into the strange land of the subconscious. Struggling to get back to the 'real' world, you encounter everything you wished you'd never thought of.

It's a puzzle-solving challenge, with a setting which makes Alice in Wonderland seem realistic. (ST screens, also available on Amiga, PC and C64.)

[illegible] through the lawless streets at 200mph then crash on the hairpin bends in Gremlin Graphics's Technocop. But it's not just a road game – when you reach your destination there's a fight to the death. (Released on [illegible] C64, PC, ST, Amiga and [illegible])

Needs no introduction. R Type from Mediagenic (formerly Activision) (Spectrum screen)

2x CASSETTE
5 GAME
COMPILATION

FISTS 'N' THROTTLES

elite

BUGGY BOY
DRAGONS LAIR
THUNDERCATS
IKARI WARRIORS
ENDURO RACER

System & Format	RRP (£ UK)
Amstrad CPC Cassette	12·99
Amstrad CPC Disc	14·99
Commodore Cassette	12·99
Commodore Disc	14·99
Spectrum Cassette	12·99
Spectrum Disc	14·99

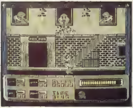
FRANK BRUNO'S BIG BOX

FRANK BRUNO'S BOXING
BATTY
COMMANDO
BOMBJACK
SCOOBY DOO
BATTLESHIPS
SABOTEUR
1942
GHOSTS 'N' GOBLINS
AIRWOLF

System & Format	RRP (£ UK)
Spectrum Cassette	12·99
Spectrum Disc	17·99
Commodore Cassette	12·99
Commodore Disc	14·99
Amstrad CPC Cassette	12·99
Amstrad CPC Disc	17·99

2x CASSETTE
10 GAME
COMPILATION

Elite Systems Limited.
Eastern Avenue, Lichfield WS13 6RX.
England. Telex 336130 ELITE G
Consumer Hot Line: (0543) 414885



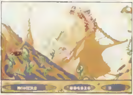
[illegible]

[illegible]

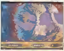
[illegible]

Kamb[illegible]

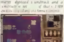
[illegible] Spectrum [illegible] CPC [illegible]

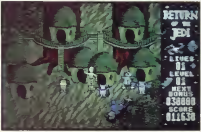


Ghost returns Marteck seem to have sneaked off centre stage for a while but they're back with Thar[illegible] Fighter [illegible]



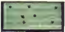
1989 quality that's what they're [illegible]ming for Prospector In The Mazes [illegible] Xor Logotron's 16-bit version of [illegible]e successful 8-bit Xor. Twice as many mazes, digitised soundtrack and a construction set [illegible] if that's 1989 quality [illegible]





[illegible] in Return of The Jedi

[illegible] software [illegible] very [illegible] g and [illegible] combat simulat[illegible] a[illegible] available [illegible] (PC and [illegible])



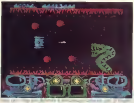
[illegible] Gremlin Graphics

[illegible] The Man[illegible] Formerly [illegible] after a [illegible]

[illegible]

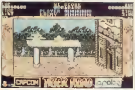
Something [illegible] Rainbird's Exterminator is [illegible] ancient oak tree and you [illegible] by the Tree Council to get rid of [illegible] pesky insects

Sounds unlikely to us but then it's a good excuse for more than 25 [illegible] ations and a bit of bug bashing (ST screen) available on ST and Amiga [illegible] January)



[illegible] Graphics [illegible]

[illegible] Masters International Rugby Simulator is the famous budget [illegible] debut (ST screen)



[illegible] Tiger [illegible] an arcade [illegible] em up with extra added magic weapons and supp[illegible] Chinese fable Fable schmable just kick high (ST [illegible] Amiga Spectrum CPC and C64)

The Atari 520STFM

Of £450 wort

MARBLE MADNESS £24.95
Electronic Arts.

TEST DRIVE £24.95
Electronic Arts.

BEYOND THE ICE PALACE. £19.95
Elite

BUGGY BOY £19.95
Elite

EDDIE EDWARDS SUPER SKI £19.95
Elite

IKARI WA

CHOPPER X. £9.99
Mastertronic.

ROADWARS £19.95
Melbourne House.

XENON. £19.95
Melbourne House

ARKANOID II £19.95
Imagine.

WIZBALL. £19.95
Ocean.

BLACK
F

Here it is! The new Super Pack from Atari.

You don't just get the brilliant 520STFM. We're giving you twenty-two great software titles that most people would gladly sell their grannies for.

There's no catch. You really do get the 520STFM and £450 worth of great software titles for just £399.99.

So make sure you include yourself in this great offer.*

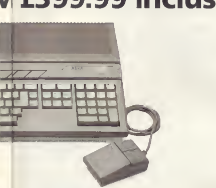
P

N

A

*Available from most Atari dealers. Offer ends March 1st 1989.

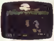
£399.99 inclusive.



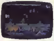
t of software.

ARI WA£14 95

RANARAMA. £19 95
Hewson



THUNDERCATS £19 95
Elite



ZYNAPS £19 99
Hewson

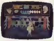
QUADRALIEN. £19 95
Logotron

STARQUAKE £19 95
Mandarin

BLACK £95
Fi

GENESIS £19 95
Firebird.

THRUST £9 95
Firebird.



SECONDS OUT £19 95
Tynesoft.

SUMMER OLYMPIAD 88. £19 95
Tynesoft.

ORGANISER BUSINESS
SOFTWARE £49 95
Triangle Publishing.

Please send me details of this and other Atari Products GM12
Name __________ Address __________
__________ Postcode __________
Atari Corp (UK) Ltd , Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ

ATARI
SUPER PACK

COMMODORE WONDERLAND

For Commodore owners, now is the winter of our disk content Elsewhere in TGM you'll read about the goodies unveiled at London's Commodore Show – meanwhile in the USA, dozens of software and hardware packages are appearing And many of them are aimed at **Amiga artists**

TGM's Marshal M Rosenthal the Lewis Carroll of microcomputing reports from Philadelphia

The time now The place the kitchen table I'm sitting near the window as the morning light streams in Without warning a large white CPU chip goes running by intoning I m late I m late I m 7 megahertz late Dropping the spoon I give chase

The chip dashes out into the street and disappears down an open man hole I dive after it – only to find myself falling down a dark tunnel A glimpse of light begins to shine as my speed decreases I bump bottom to find myself in a whole new world – the world of Commodore

Before me stretches the mystical land of Philadelphia, Pennsylvania. Ahead is a vast space crammed with booths all touting new and exciting products for the C64 and Amiga

Seriously, now

Comicsetter from Canadian software house Gold Disk has attracted plenty of attention The program is a reel hoot – you can quickly create comic-book panels import art and text even make your own word balloons

But you re no good at drawing? No problem it comes with plenty of ready to-go art Additional packages of ready to use pix include *Funny Figures Science Fiction* and *Super Heroes*

Gold Disk were also showing the nearly finished version of *MovieSetter* No complicated commands just point and click Plenty of colours wipes dissolves panning effects and sound to add along with music

One feature that makes *MovieSetter* really stand out is that you can run up to two minutes of animation with just 1Mb RAM

The software house also has another high-end tool *Professional Draw* the Amiga's first structured graphics program High-quality art can now be created without the jaggies and other problems associated with ordinary bitmapped graphics

And there was even more news for Amiga artists at the Philadelphia show Microillusions *Photon Video Cell Animator* not only lets you do pencil tests – it also synchronises sound with the animations you create and works in all 40 graphics modes

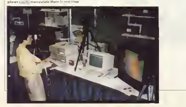
Electronic Arts s *Deluxe Photolab* combines three programs on one disk a HAM painting program (you can even have screens of different resolutions overlapping each other) a colour and graphic mode enhancement processor and a poster printing program that lets you go from 3m² to postage-stamp size

3-D vision

Haitex seem to be displaying blurred images Fuzzy stuff till you notice that they re *stereo* images

' High-quality art can be created without the problems of bitmapped graphics"

For these special effects: A-Squared s Amiga LIVE system digitises video images and allows you to manipulate them in real time



A REAL GEM ■ FOR THE C64

Most C64 users would give anything to make their computer as easy to use as an Amiga which is why Berkeley Softworks developed *GEOS* version 2 0 – what it does is make the C64 a visual treat

Boot up to display the *GEM* like desktop environment with its easy-to-use icons pull down menus and windows Desk accessories give you access to handy utilities from within any application (my favourite is the alarm clock)

And a lot comes with the package including *geoWrite* version 2 1 which mixes graphics and text on the same screen and has a mail merge feature Then there s *geoSpell* (a document spell-checker) *geoPaint* (16 colours in high-res with many tools) *diskTurbo* (to speed up *GEOS* functions) and *Text Grabber* (takes data from any Commodore word processor)

Of course *GEOS* supports a variety of printers disk drives and extra memory boards It can t display other programs but there s a new set of modules just released which includes filing systems, desktop publishing chart-making and spreadsheets

The X Specs 3D visor connects to a small interface box which plugs into the Amiga s joystick port High speed liquid crystal shutters turn the sight of each eye on and off 30 times every second special software then appears in 3 D colour

The disadvantage is a slight flicker though fiddling with the monitor s brightness and contrast controls can help Also included is a slide-show program a 3-D conversion routine and the exciting game *Space Spuds*.

In the future software by other companies will be taking advantage of X-Specs s 3-D capabilities And a C64 version (same hardware/different software) is coming

Digitised video

I see splashes of colour swirls of light washing over a screen in another corner as a face transforms crazily like Dr Who giving up a life And a mouse is rolling furiously back and forth as A Squared run their Amiga LIVE hardware system

LIVE digitises from a video camera with moving images received in black and white or colour (including the 4 096 colour HAM mode) Images can be altered colours changed mosaics created – all in real time

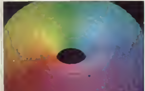
There are different versions of LIVE for each Amiga model and they did almost the same thing but the LIVE 2000 card also offers mirror effects tiling and multiple imaging on screen (besides having two video in jacks)

Images can be processed saved as IFF files or turned into animation files

A new software add-on is *Invision* (Elan Design) This video-effects package gives you more power over whatever you're digitising as each keystroke activates a different effect – from strobe to posterisation This looks real neat when used in conjunction with a genlock (a device that merges live video on the screen with computer graphics) and taped out to a VCR

Yet despite all these exciting graphics there are still the same ho-hum monitors to display them on But wait It's a bird It's a plane it's the Viking 1!

In the looking glass TGM's American correspondent Marshal M Rosenthal



Moving pictures: get greater graphics control with Mindware's PAGErender 3D Features include a wireframe preview of every effect, to get an idea of what that object will look like rotated, or shrunk.

and besides such niceties as ray tracing adjustable dithering and light intensity the program creates its own animation scripts as you work! You can even turn on a camera and record your actions for later playback

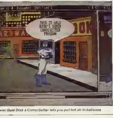
Yup the Viking 1 is the Superman of monitors Check out these specs 1008x800 pixels x 2 bits (grey scale) No interlacing flicker A pure paper white phosphor screen 50cm diagonally across You can display two full pages of text and graphics on this baby and there's no smearing or edge distortion of the image (it's running the pixel frequency at 72MHz after all)

DeluxeHelp

Still all the hardware in the world can't help if the user's having trouble with the software So that's where RGB's *DeluxeHelp* comes in

Need help using Electronic Arts's *DeluxePaint II*? The module will take over the program and show you how to use the various painting functions Interactive tutorials guide you through every aspect colour cycling perspective brush manipulations There's even the Mouse Talker (if you've enough memory) which comments on which buttons are needed for each function

RGB also produce help programs for other packages including *Digipaint* (Newtek) *The Calligrapher* (Interactive) *Photon Paint* (Medegenic formerly Activision) and *Pagesetter*



Zowie! Gold Disk's ComicSetter lets you put hot air in balloons

And so to 8-bits

Peripherals for the Amiga abound but you'd lose the bet if you thought that the C64 never gets any new hardware So it's three steps right and four aisles over to Creative Micro Designs

Their *Jiffy DOS 64* is an enhanced disk operating system that really charges the old girl up It's a five-minute operation to pop one chip into the motherboard of the C64 while another replaces the DOS ROM in any compatible disk drive (1541 1571 etc)

Programs now load 15 times faster and they save four times faster No cables or cartridges means no memory loss and Creative Micro Designs guarantee 95% compatibility with all programs including those copy protected

The only thing you lose is cassette capability But you get high speed and a set of powerful new DOS commands C128 owners will be happy to know that a chipset is also available for them

It's time to leave and return home I grab one of the chips from the table click my heels three times and say There's no computers but Commodores there's no computers but Commodores there's no computers but Commodores there's no computers but Commodores

More for the Commodore Back Bytes

AMIGA ■ MASS ■ STORAGE

ReadySoft's Flashback backup system is pretty nifty A box attaches to the composite video and serial ports and records up to 100Mb of information on an ordinary video cassette (VHS or Betamax format)

When you need to recover the data just run the software and reverse the operation

But keep in mind that while the Amiga A1000 has a video out port as standard A500/A2000 users will need a composite-video peripheral.

ADDRESSES ■

Not all the Commodore products mentioned here are available in the UK But here are the addresses of their North American producers and prices converted into pounds sterling – bear in mind you'll probably have to pay extra for postage and packing

- **ComicSetter MovieSetter Professional Draw** HB Marketing *Brooklyn House The Green West Drayton Middlesex UB7 7PQ* ComicSetter is now available at £69.95 the other two are expected by the New Year (prices not fixed)
- **X Specs 3D** Haitex Resources *208 Carrollton Park, Suite 120 Carrollton Texas 75006* USA Amiga version £74
- **LIVE** A Squared Distributions *6114 La Salle Avenue Suite 326 Oakland, California 94611* USA A500 version £232 A1000 version [illegible] A2000 version £265
- **Invision** Elan Design *PO Box 31725, San Francisco California 94131* USA £76
- **Viking 1 monitor** Moniterm *5740 Green Circle Drive Minnetonka Minnesota 55343* USA price not available
- **DeluxeHelp** RGB Computer & Video Creations, *3944 Florida Blvd Suite 102 Palm Beach Gardens, Florida 33410* USA £35
- **Jiffy DOS** Creative Micro Designs *PO Box 789, Wilbraham Massachusetts 01095* USA C64 version £29 C128 version £35
- **GEOS** Berkeley Softworks *2150 Shattuck Avenue Berkeley California 94704* USA [illegible]
- **PAGErender 3D** Mindware International *110 Dunlop Street West, Box 22158 Barrie Ontario CANADA L4M 5R3* £94
- **Flashback** ReadySoft, *PO Box 1222 Lewiston New York 14092* USA £58

WHO DARES WINS WITH INFOGRAMES

- **WIN** an all-action weekend worth £300!
- **WIN** copies of Hostages, Action Service and Captain Blood!

Captain blood!' said the raw recruit 'Whatsamatter' snarled the gnarled (well it rhymes) veteran, 'this is an action service.' Just then the trusty old Scots sergeant piped up in his inimitable lilt, pointing into the murky distance 'Hostages! In fog'

'Rams,' sighed the captain 'Can't you recognise in fog rams when you see them?'

Okay, you've probably got the message by now that this comp is from **Infogrames** (in-fog-rams, get it?), the French software people who brought you *Captain Blood*, *Action Service* and *Hostages*, which received a high-rating 77% last issue.

And as for the terrible puns, well if you've got a better idea, you crinble little man perhaps you'd like to let us know while you run 40 miles in full combat gear?

In fact that's probably just what you'll end up doing if you win the prize – a place on an **all-action Who Dares Wins weekend**. Held early next year near the SAS base in Herefordshire the weekend features a fighting day out two nights in a luxury hotel and two slap-up banquets

After expert briefing from an ex-SAS man you'll be airlifted to the battlefield by helicopter together with another TGM prizewinner and one of our more bloodthirsty writers. Camouflaged and issued with goggles and paint gun, you'll join a small team, receive final orders and then you're on your own

How to enlist

At the end of the Infogrames action day, you'll also receive a signed copy of *The SAS Survival Handbook*. But just to test your SAS skills beforehand we've put together a few questions about Britain's toughest regiment (motto Who Dares Wins) – and France's softest software makers. Answer them all correctly and you could be daring and winning

Send your answers on a postcard or the back of a sealed envelope to **WHO DARES WINS COMP, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB*** to arrive by **January 15 1989**

The first two correct entries drawn out of the rocket-launcher win a place on the Who Dares Wins weekend (we'll send you full details). Ten **runners-up** receive a copy of an Infogrames game (you can choose from *Hostages* or *Action Service* on ST Amiga or PC, or *Captain Blood* on the 8-bits so let us know which you'd prefer)

Usual rules as printed on the contents page apply

QUESTIONS

- 1 The SAS's official headquarters is in Sloane Square London But in which county is the SAS depot located?
- 2 What do the initials SAS stand for?
- 3 Name one known SAS operation in the last five years
- 4 Is the SAS part of the Army Royal Navy or Royal Air Force?
- 5 Name one Infogrames game other than *Action Service*, *Hostages* and *Captain Blood*

Six levels of gripping coin-op action bring [illegible] life on your [illegible]. You'll need all the [illegible] you can muster to complete the mission which leads through steaming jungles and deadly stockades.
Fast and accurate shooting skills are a must if you are to liberate the prisoners and ensure a safe getaway.
All the original arcade play features – [illegible] and much more!

"It's undoubtedly a fantastic conversion of a marvellous arcade game. Virtually flawless. Addictive . . . Tops for everybody's Christmas list."

"Not only has all the action and gameplay been captured, but [illegible] it one of the most [illegible] shoot-em-up to [illegible] in a long time" ACE

"The non-stop action of the arcade original is replicated to a high degree" ". . . the resulting game is one which fans of the coin-op will love"
Games Machine

ATARI ST
£19.95
ATARI ST

AMIGA
£24.95
AMIGA

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS ·

OPERATION
WOLF
Now
THE COMPUTER SENSATION OF THE YEAR
TAITO
ocean
5NS · Phone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650
SPECTRUM
£8.95
SPECTRUM
AMSTRAD
£9.95
COMMODORE
TAITO
COIN-OP

THE GIFT OF THE GUPPIE

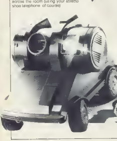
You ve met them – people who pay three quid for a can of genuine London fog. People who fling Shake n Vac all over the floor just so they can hoover it up again. People who buy *The Great Space Race*. And people who order it on **tacky** telephones

These are the Gullible Prats Piddling Income on Electronics – **guppies**. And if you know any, you need Mel Croucher's survey of useless electronic garbage

● Radicom R-900 Wave Hunter • £86 The Sharper Image

Calling all perverts. Here s a neat little one kilogram computer-controlled cross between a camera and a Dalek which you can radio-control from up to 100 metres

It crawls round the floor at parties looking up skirts and photographing groins through an adjustable camera turret. Field tests confirm that it has been specially designed to kick across the room (using your stiletto shoe telephone of course)



● Blabbermouth Talking Radio • £23 Debenhams

Lip synchs are in this year and this little AM/FM radio has a bright red mouth that moves in time to the banal words and horrible music of the guppies' favourite audio pap

It comes complete with a belt clip so that extremely rude people can perform unnatural acts while jogging to *The Jimmy Young Show*

● Marquee Cordless Electric Stapler • £39 The Sharper Image

This chunky wonder does everything a traditional hand-operated stapler can do for only 20 times the price (plus batteries)

A must for all you guppies who ve had your hands cut off for shoplifting and are fed up bruising your forehead when you try to head butt the stapler for those important document presentations.

● Braun Voice Control Clock • £25 The Sharper Image

Looks like an ordinary alarm clock feels like an ordinary alarm clock but the only way to shut it up is to yell "£#!" off! at it

And then guess what? It goes off four minutes later until you shout at it one more time

This happens a further nine ear splitting times with the alarm growing progressively louder. Orders are believed to be flocking in from members of the deceased fraternity wishing to be woken

LOOK ■ SHARP?

The Sharper Image is a San Francisco based emporium publishing a monthly catalogue which claims over 20 million guppie readers. Each issue features a cheery welcome to shoppers from the firm s President Richard Thalheimer who wears awful jerseys

Prices given for The Sharper Image s goods are approximate only – translations of the US costs

If you really must have a fog-free bathroom mirror (£23) a sonic massager (£94) or a Sound Soother 2 (£58) which produces nature s most calming sounds as an antidote to those pesky clocks ring (from the UK) 010 1 415 344 4444

● Microtech-2 Plus Electronic Flea Collar • £25 The Sharper Image

Is your moggy crawling with blood sucking vampire parasites? Is Rover thick with ticks lice and leaping bugs? Then torture your pet to oblivion by strapping a high frequency electronic scream to its suffering neck

Does it drive fleas away? Well even the manufacturers admit that it takes them two to three weeks to hop it. And then some of the little devils won t quit because they re deaf

● Life Fitness Liferower Trainer ● £1,800 The Sharper Image
After exhaustive research TGM s 1988 Guppie Gift Award goes to this wonderful heap of computerised junk from the USA It consists of the sort of rowing machine you can pick up for 50 quid glued to a games console running a lump of software that would be overpriced at £1 99

A voice chip barks erotic orders such as use your legs and a pathetic canoe simulation flickers across the screen as you row your buttocks off, simultaneously improving your muscles and crucifying your eyes

There are amusing possibilities of electrocution should the guppie lose control and vault headfirst through the monitor and the video display is simply farcical – instead of a head up race display £1 800 buys you the sort of static horizontal view that went out with *Duck Shoot*

Speaking of which, I ve just thought of a use for the Quacky-IV Duck Phone Pass the Kalishnikov Olge

● Fido Bulldog Telephone ● £70 The Sharper Image
A genuine dog and bone in the tackiest taste imaginable incoming calls are heralded by a merry synthetic barking and Fido swivels his eyes as you approach

You then pick up his revolting bone, shove it in your ear and watch him lip synch to the voice of your caller He also speaks the time when he s not being a telephone

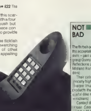
You ll be pleased to hear that Fido can be humanely put down with a nine-pound hammer

● Sony Underwater Sports Phone ● £135 The Sharper Image
Yes folks the one we ve all been waiting for the world s first urethane elastomer cordless phone

Just pop into the Jacuzzi lie back in the bath dive to the ocean bed or best of all go jump in the lake dial up your chums on the Sony Sports Phone and wish them all a fblubblebobble blibble blub

● High-Heeled Fashion Phone ● £22 The Sharper Image
Calling all foot fetishists this scarlet item of female footwear with a four inch stiletto heel contains a push button phone with the mouthpiece conveniently located in the toe to provide the best smell

For putting a sock in those ticklish situations making sole-searching conversations and a host of other pongy puns this product is appalling in its splendour



NOT ■ SO ■ BAD

The British outfit Discoveries is the acceptable face of guppiedom – part of the mail order group Quorum which includes Reflections and Accent (for Midland Bank Access holders)

Their catalogue is less hypnotically high-tech than The Sharper Image s with some products that might even be useful (like reclining armchairs)

Contact them at *Mcintyre House Canning Place Liverpool X L70 1AX* ☎ (051) 708 8883

● Plantronics Liteset Cordless ● £135 The Sharper Image
Hey guppies rush out and buy this one-ounce personal cordless phone with a 300-metre range and a choice of six interchangeable earpads to ensure a perfect fit

Earpad models include the Mouse Rectum the Leprechaun the Cauliflower and the Call The Doctor It's Disappeared Through The Wax Again

● Quacky-IV Duck Phone ● £55 The Sharper Image
Come on admit it you ve always wanted to talk through a duck s arse haven't you? This electronic marvel looks exactly like an Oregon mallard except for the cable instead of a tail the rubber pads instead of feet and the fact that its eyes light up

As any genuine guppie would insist it quacks and moves its beak instead of making a silly old-fashioned ringing noise

● Rainbow Trout Telephone ● £43 The Sharper Image
As the footballers say – Real Madrid – 3 Surreal Madrid – fish

This phone is a must for surrealists and comes complete with its very own cherrywood platter It is impossible to parody the advertising for the Rainbow Trout Phone so here s the blurb Fishing s the most popular outdoor sport talking on the telephone may be the most popular indoor activity Now you can combine both great pastimes

● Mickey Mouse Telephone ● £50 Discovenes
The very latest British Telecom approved Mickeyphone features a communicator cunningly disguised as a blue plastic backpack The unit is made from sturdy washable plastic so it can be easily wiped down when the sight of it makes you vomit

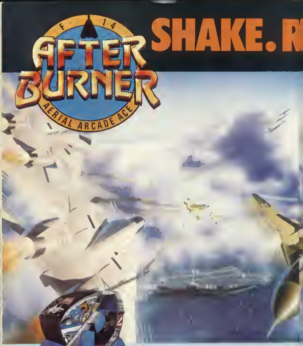
● Mitsubishi Visitel ● £249 The Sharper Image
Okay I admit it I d love one of these and I hereby predict that video phones are going to be the guppies next big thing The Bathn machine actually works sending still snapshots from caller to receiver in black and white once every six seconds

Digitised images are converted into sound pulses and squirted down the line (on the same principle as a fax machine) and the Visitel is compatible with all modular wall-jack systems

Resolution s 96x96 pixels the pictures are digitised into 32 shades of grey and displayed on a 4 5-inch monitor

A 16mm lens is built into the unit but a kit for wide-angle and close magnification can be added for about £20

The only trouble with this little wonder is that I d be talking to myself cos nobody else I know has got one So what s new?



ACTIVISION

SEGA

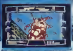
AFTERBURNER – 'THE ARCAD

Afterburner ™ Sega are trade marks of Sega Enterprises Ltd. (which) has been manufactured under licence from Sega Enterprises Ltd. Japan. Marketed and distributed by Activision.
Mail Order: Activision, Blake House, Manor Farm Estate, Manor Farm Rd, Reading, Berkshire. Consumer Enquiries: 0734 [illegible] Technical Support: 0703 229094

Available on C64 cassette (£9.99) and disk (£14.99) Spectrum (£12.99
Amiga (£24.99

RATTLE. ROLL IT . .

Amiga screen shots shown


ST screen shots shown

CAD SENSATION OF THE YEAR'

(£12.99) Amstrad cassette (£9.99) and disk (£14.99) Atari ST (£24.99)
(£24.99) and MSX (£9.95)

AFTERBURNER - You've played the **arcade smash** now **experience** the white knuckled **realism** of a supersonic **dogfight** at home! Using your heat seeking **missiles** and laser anti aircraft **fire** can you **be top gun** against a seething supersonic **swarm**?

Experience brain-numbing **G forces**, bones **rattling** with the body-jarring **pitch** and yaw scan with your **radar lock on** your target and **FIRE**!

Now hear this!

TGM gives you the Future on the telephone

The Games Machine, the magazine pioneering new entertainment technology has brought you a host of exciting features over the past year We were first with the full PC Engine story, the Sinclair PC 200 the Konix console and endless **exclusives** on the top games

And we're going one step further — now we'll be bringing fact-filled information not only in the magazine but over the **telephone** too! As soon as you have read this you'll be able to pick up the phone and dial the special **TGM Hotline** number and get up-to-the-minute information and the chance to win a fabulous **Sega Master System Plus!**

Every month we'll be adding more and more to this unique service but to kick off we're providing you with the most relevant information for the Christmas/New Year buying season — **on sale dates** We'll be listing when the **top games** are actually released, so no longer will you have to wait in anticipation — just pick up the phone, dial the Hotline number and we'll tell you what's coming out and when

The System that keeps you informed

Printed below is the number for the first TGM Hotline message — and don't worry about the line being engaged as we have a 160 lines for incoming calls — and they are open 24-hours a day!

Ring this number now and listen for two minutes while TGM gives you a host of release dates for December and the questions for the very first TGM Hotline competition.

This number gives you the information all in one go — information which would take ages to accumulate otherwise

Cheap at the price too! The phone call will only cost you 25p per minute when you call during off-peak time (Mon-Fri 6pm-8am, Saturdays, Sundays and Bank Holidays) or 38p per minute during standard and peak-time (8am -6pm Mon-Fri).

Don't hang about, listen to TGM, pick up your phone and dial this number now...

0898 ☎ 555080

The Games machine

- In the future the TGM Hotline service is bringing you Up-to-the-minute information telling you what is happening and when in the software and hardware world!
- Exciting competitions giving you the chance to win a selection of amazing prizes!
- And if a game misses TGM's review deadline we'll be telling you exactly what we think of it on the Hotline — as soon as we've argued about a mark!
- Similarly any information which is left out, or misses deadline, will be brought to you down the telephone line!
- The TGM Hotline service is brought to you by TGM Magazines Ltd in conjunction with Chatterbox Ltd

WIN A SEGA MASTER SYSTEM

HOTLINE COMP

Sega Master System Plus & games and T-Shirts!!!

To launch the **TGM Hotline** we've joined forces with Sega Enterprises to bring you the very first TGM competition on the phone! When you dial the Hotline number after the essential information, we'll ask you three questions and a tie breaker.

The top prize up for grabs is a **Sega Master System Plus** — a humper bundle of Sega goodies including the Sega Master System console, a control pad, a light phaser and two cartridge based games, **Hang-On** and **Safari Hunt**. And as it is Christmas Sega are additionally throwing in the latest release — **Double Dragon** — the all-time big bash 'em up! Sega are providing ten runners up with Sega T-Shirts too!

HOW TO ENTER

Dial the number and listen carefully to the three questions. Fill in your answers in the boxes provided below then complete the tie-breaking sentence given to you over the phone. When you have completed the questions, write your name and address, cut out the coupon and send it to **SEGA HOTLINE COMP TGM, PO Box 10, Ludlow, Shropshire SY8 1DB**. All entries must reach us by January 10 1989 and, as always, please follow the competition rules as detailed in the masthead.

1

2

3

Complete the sentence given to you over the phone in no more than 20 words

Name

Address

Postcode

You don't need a computer to work out how good these offers are.

Buy this and get a free Gremlin game

Buy [illegible]

Buy this and enter
a free trip to New York competition

It's no secret where you'll find the best offers on these compilations Because now Boots are giving the game away

To get yours all you have to do is send in the form when you buy either Megagames or Giants

Buy The In Crowd on the other hand and you could end up in New York

A two week trip to the Big Apple is the prize you stand to win if you can answer five questions correctly

But whatever you do don't play a waiting game Offers close on February 28th

A better buy at Boots

The Games machine

REVIEWS

TGM AWARDS

As announced last issue, the TGM team have constructed an award system for deserving games They are designed to let you know, at a glance, which games to grab from the shelves first – and which ones should never have got there in the first place

And to blow your brains completely, you'll find the reviews snappier and more concise, while still the most informative around

As for the Awards themselves

TGM TOP SCORE

Awarded to the highest scoring game of the month If past issues are an indication, these games will be of the highest quality in all respects – playability, graphics, sound and depth Games you've just got to have

TGM STAR PLAYER

Often more than one per issue, these are not necessarily the next highest scoring games, but those that the TGM team found difficult to put away Star Players may not excel in all areas, but will feature tremendous playability – just the sort of fun game to load up when friends are visiting.

TGM TRASH

This derogatory title will be used to label those games that should never have been released Not intended to be a criticism of the software houses, it is designed to encourage game development and playtesting before software hits the shelves – we hope it doesn't appear too often.

60 ■ LAST NINJA 2

Privileged winner of our first ever TGM TOP SCORE this martial arts spectacular follows on from the classic oriental arcade adventure, *The Last Ninja* Taking place over six sceneries, the Ninja has been brought forward in time to deal with the evil Shogun – a powerful New York gangland leader Mixing combat – both armed and unarmed – with object-based puzzles and featuring brilliant graphics, *Last Ninja 2* is a necessary purchase

33 ■ RC PRO-AM

At last! A Nintendo game! *RC Pro-Am* has been programmed by Rare, the team who used to be associated with Ultimate (see TGM004) It involves racing remote-controlled cars around tortuously twisting tracks Amid fierce competition, obstacles are avoided and objects collected to soup up your trusty vehicle in your battle to fill the mantelpiece.

59 ■ SHINOBI

TGM014's second STAR PLAYER fits in nicely with the martial arts cover theme It features arcade-like sprites and takes place through five multi-stage missions The hero, Joe Mushashi, moves along horizontally scrolling screens, killing various enemies in his quest to free child hostages And wait till you confront the end-of-level foes

SPECTRUM
Airborne Ranger [illegible]
Espionage [illegible]
Exploding Fist + [illegible]
Guerrilla War 46
Last Ninja 2 [illegible]
Mad Mix Game 41
Pac-Mania 36
Savage [illegible]
Soldier Of Fortune 54
Super Sports 36
Total Eclipse [illegible]
Trivial Pursuit – A New Beginning 57

COMMODORE
1943 40
[illegible] 36
Caveman Ugh-lympics 34
[illegible] 64
Exploding Fist + 59
Last Ninja 2 60
Live And Let Die [illegible]
Mad Mix Game 4
Pac-Mania 38
[illegible] [illegible]
Star Trek 68
Times Of Lore 73
Trivial Pursuit – A New Beginning [illegible]
Ultima V [illegible]

AMSTRAD CPC
[illegible] [illegible]
Guerrilla War [illegible]
Live And Let Die [illegible]
Mad Mix Game 41
Off Shore Warrior 70
Savage [illegible]
Super Sports 36
Total Eclipse [illegible]
Trivial Pursuit – A New Beginning 58

ATARI ST
1943 50
Daley Thompson's Olympic Challenge [illegible]
Flying Shark [illegible]
IK+ 58
Joan Of Arc [illegible]
Live And Let Die [illegible]
Mad Mix Game 41
Manhattan Dealers [illegible]
Off Shore Warrior 70
Pac-Mania 36
SDI [illegible]
Tetra Quest [illegible]
Turbo Cup [illegible]
Where Time Stood Still [illegible]

AMIGA
Beginning [illegible]

International Soccer [illegible]
Off Shore Warrior [illegible]
Out Run [illegible]
[illegible] [illegible]
Total Eclipse [illegible]
Trivial Pursuit – A New Beginning [illegible]

PC
[illegible]
Airborne Ranger [illegible]
Apollo 18 [illegible]
[illegible]
Off Shore Warrior [illegible]
[illegible]

SEGA
[illegible]
Double Dragon [illegible]
[illegible]
Lord Of The Sword [illegible]
Shinobi [illegible]

NINTENDO
RC Pro-Am [illegible]

PC ENGINE
Drunken Master [illegible]
R-Type II [illegible]

VERSION UPDATE

DALEY THOMPSON'S OLYMPIC CHALLENGE

Ocean

Atari ST· £19.95

FOR his Olympic challenge Daley has become big headed and not content with a gold medal, wants to break the world decathlon record. To achieve this you steer the computerised Thompson to 9000 points at the end of two days events.

The traditional ten events are split into three types – running, throwing and jumping – but all have similar controls: joystick (or keys) waggled left and right to generate power, fire to determine elevation.

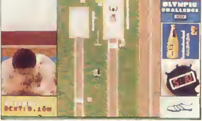
Predictably similar to the digitised Daleys and overhead views of the Amiga game, sound is the most obvious difference. Each event is loaded individually yet sampled sonics have been ignored in favour of simple effects and irritating music.

The digitised pictures are undistorted (an improvement over the Amiga) but often feature crude checked shading. And some track views use very tiny sprites.

The mindless waggling is still a chore but the competitive spirit generated between friends makes *Daley Thompson's Olympic Challenge* worth a look.

ATARI ST. OVERALL 64%

COMMODORE 64/128: TGM013 73%
SPECTRUM 48/128: TGM013 72%
AMSTRAD CPC: TGM013 63%
AMIGA: TGM013 65%



Daley playing in the band to relieve the tension of competition

VERSION UPDATE

Light relief

DARK SIDE

Incentive

PC £19.95

SOME 200 years have passed since *Driller* and the Kretars defeat. During this time they have constructed Zephyr One, the most powerful laser weapon ever built. Situated on the dark side of Evath's moon Tricuspid, Zephyr One is slowing powering itself up from a network of Energy Collecting Devices (ECDs). When fully powered it will launch the Kretars final assault causing Evath's destruction.

Your mission is to explore the 18 sectors of Tricuspid, destroy ECDs and reduce Zephyr One's power source. Only by destroying all the ECDs will Evath be saved.

Achieving your objective is no easy task as there are a whole host of puzzles to be solved as well as Tricuspid's defence system to contend with.

Dark Side is of the same high standard set by *Driller*. Once again the Freescape technique is shown off fully on the PC – it is much faster than its 8-bit counter parts and relies heavily on arcade skills as well as lateral thinking abilities.

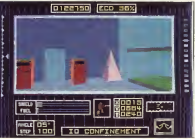
CGA, EGA and Hercules graphics boards are all supported. As well as mouse/joystick control.

Once a few problems have been solved *Dark Side* becomes increasingly difficult to put away. An engrossing game which is a must for all PC owners.

PC: OVERALL 64%

AMSTRAD CPC: TGM008 83%
SPECTRUM 48/128: TGM008 93%
COMMODORE 64/128: TGM008 90

Said hey, babe, talk a walk on the dark side. Do de do da-do de da-do



STAR PLAYER

A REMOTE CHANCE OF WINNING

RC PRO-AM

Nintendo

Back in issue 4, TGM visited **Rare LTD** to look at their past, present and future Heavily into Nintendo for some years now **Rare** haven t lost any of their brilliance or innovation Their long-awaited (not least in the TGM office) program, *RC Pro-Am* at last roars on to Nintendo's starting grid

Even in the world of remote-controlled car racing the stakes are high and there are top prize trophies to be won

Viewed from above cars race round the multi directional scrolling track in a fight to the finish Anything goes in the struggle against three mean computer-controlled cars

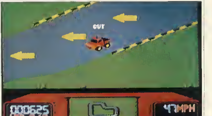
Each track has its own layout with items to pick up and use in your effort to win And despite the seemingly passive nature of the game this is one big push and shove match Missiles are picked up and fired at cars in front of you bombs collected are best launched at opposition as they come up behind and the roll cage is useful for ramming fellow racers off the road – there s no time for niceties

Puddle trouble

As well as other cars there are puddles showers of rain slippery oil slicks random pop up barriers and skulls to watch out for Coming last is greeted with the game over message - sufficient incentive to play to win

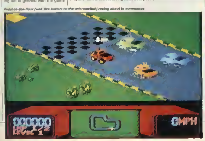
To help make sure it doesn t all go the computer s way your car can be customised with super tyres turbo power and a hot new engine for extra thrust These extras become necessary as track conditions worsen the further you progress

Scattered around each track are letters that make up the word NINTENDO When all are collected you upgrade to a better car The truck is the beginner s car but it needs upgrading to a four wheeler and eventually an off roader should you wish to stay in the race against increasingly fast opposition



Playable remote control racing thrills from post Ultimate Rare

Pedal-to-the-floor (well fire button-to-the-microswitch) racing about to commence



Nintendo
Cartridge £29 95

Technically superb, *RC Pro-Am* features overwhelming playability Its excellent graphics, profusion of enjoyable tunes and professional presentation even put it head and shoulders above other Nintendo games. Scrolling is as smooth as anything yet seen on a console and the fun derived from racing cute cars is unbeatable

OVERALL 85%

> **"Extras become necessary as track conditions worsen the further you progress"**

PRE-HYSTERICS

CAVEMAN UGH-LYMPICS

Electronic Arts/Dynamix

The violent visual jokes of Electronic Arts *Battle Chess* (TGM**012**) are continued here in Dynamix's unusual prehistoric interpretation of simulated sports It follows the standard theme of ambitious athletes competing in a prestigious sporting event. The difference is that the competitors are cavemen and the six events feature primitive pursuits

The animated title sequence has a familiar looking, but out-of-place torch bearer running to music of equal similarity to that of a certain *Games* series He lights the Olympic flame just before a huge rock bearing the words Caveman Ugh lympics falls and crushes him to the ground! A hairy caveman then cavorts around the screen to the now deliberately strange and off-key music finally a nearby volcano erupts enveloping the bizarre scene in smoke

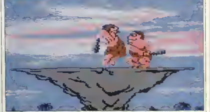
The character selection screen follows displaying animated faces of six cavemen – allowing up to six players to take part A club is used to hit the desired character over the head and a profile given on them Crudla Glunk Thag and Ughs are all particularly proficient at two events while Gronk is good at everything – youthful Vincent isn t particularly good at anything

Each caveman character is distinguishable by the well defined humorously animated selection screen and the profile gives a sense of identity to them. The character s sponsor – your name – is entered before the games commence

The options screen allows you to view the Caves of Fame (the equivalent of world records) practise events reselect characters and begin play

The first event is the Mate Toss, where your caveman drags his partner on-screen and grasping her by the ankles spins her round his head! Anticlockwise joystick rotation powers this movement before the fire button sends your partner flying gracelessly through the air

In the Dino Race, the screen is split in half for a one-on one contest between players jockeying biped saurians The creature is spurred on – literally – and must jump boulders which litter the track 'Turbo speed is gained by clubbing the dinosaur's head but if used too frequently the creature with the brain of a dried pea becomes confused and paces up and down aimlessly



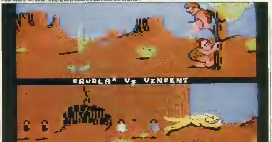
Someone's going to have an awfully bad headache in the morning just like modern day clubbing

Burning ambitions

Players sit side-by side for the tricky art of Fire Making performed by rubbing two sticks together When sparks fall on the tinder, blowing develops smoke and with luck flame Opponents progress can be hindered by judicious use of a club

The ubiquitous blunt instrument gets its own event in the form of Clubbing (which disappointingly doesn t involve drinking copious

Phew! Made it! You weren't enjoying the prospect of a sabre-tooth bite on the bum



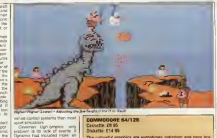
amounts of alcohol making a prat of yourself on the dancefloor and going for a curry) Two cavemen stand atop a towering platform and attempt to either beat the energy out of their opponent or force them over the edge

In the Saber Race two caveman run and jump along a course while being pursued by a feline carnivore – displayed in the lower section of a horizontally-split screen A tree marks the end of the course and safety from the hungry tiger

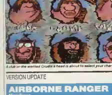
The relatively safe height bar of the pole vault is exchanged for the mouth of a hungry beast in the Dino Vault. First the dinosaur's neck length is adjusted with the help of a burly trainer then the caveman runs toward the launch point brandishing a bamboo pole If timed correctly the pole will fling him over the dinosaurs head If not he will at best lose his loin cloth and take an early bath At worst

The bloodthirsty and violent sequences of the events are portrayed in an imaginative comic style They add smiles to the friendly competition and improve events which already use more varied control systems than most sport simulators

Caveman Ugh lympics only problem is its lack of events if Dynamix had included more an excellent product would be on offer



Higher! Higher! Lower! – Adjusting the jaw height in the Dino Vault



A club on the worried Crudla's head is about to select your character

COMMODORE 64/128
Cassette £9 95
Diskette £14 95

The colourful graphics are sometimes indistinct and have few animation frames, but the cavemen's lively, over-the-top antics are fun to watch as well as control From the Games series mickey-take of the introduction to the punch-up on the medals podium quirky sound effects match the unusual and original sporting fun

OVERALL 83%

OTHER FORMATS

No club-brandished conversions are planned – Ugh!

> **"The bloodthirsty and violent sequences of the events are portrayed in an imaginative, comic style."**

VERSION UPDATE

AIRBORNE RANGER

MicroProse

Spectrum 48/128 Cassette £9 95, Diskette £14 95
PC £24.95

MEMBER of the Denton Design team John Gibson and programmer of classic Imagine games such as *Zzoom* and *Stonkers* returns to the fray with the Spectrum conversion of *Airborne Ranger*

The ranger is a member of an elite American unit who is parachuted into enemy territory on any of 12 dangerous missions The objectives of which lie to the north of the drop point, several vertical-scrolling screens away

Using trenches and terrain for cover the ranger crawls walks and runs through the enemy base to reach his target LAW rockets grenades a rifle and a knife are to hand for dealing with enemy soldiers machine gun nests and minefields

Once at the objective perform the relevant task (mainly involving destruction of a strategic enemy target) and get out via an Osprey aircraft pick up

Each mission has its own requirements for completion and a time limit, so keep moving!

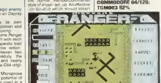
The Spectrum *Airborne Ranger* gets off to a poor start with each mission requiring a seperate load and featuring a narrow action screen squashed between two status panels Thankfully the scrolling is smooth and nearly everything found in the C64 original is present

For the PC game Microprose haven t neglected the potential of EGA. With 16 colours used in a military vein *Airborne* looks good The heart of the game is an arcade-action with elements of strategy sprinkled on top The extra screen where your backpack of weapons can be modified adds a little more strategic thought to the proceedings But other than this it is essentially the C64 game in playability and presentation

Airborne is a move away from the simulation side of MicroProse releases but is still a step above the normal *Rambo/Commando* style of shoot- em up An effective combination which should attract those looking for a thought-provoking action game

SPECTRUM 48/128:
OVERALL 73%
PC: OVERALL 78%

COMMODORE 64/128:
TGM003 82%



Choosing your descent with a plan view of enemy country – Spectrum

VERSION UPDATE

In a Pac'd program

PAC-MANIA

Grandslam

Commodore 64/128 Cassette £9 95, Diskette £14 95
Spectrum 48/128: Cassette £9 95, Diskette £14.95
Atari ST: £18 95

THE RETURN of the yellow munching beach ball was greeted warmly by TGM when the Amiga conversion of the *Pac Mania* coin op bounced into our office last month Pac-Man now in 3-D explores four worlds which differ graphically as well as in layout He leaps through the air to evade marauding ghosts and can eat them when energised by a power pill

The ST version would be more impressive if we had not seen *Pac Mania* on the Amiga beforehand nevertheless it s still a very good conversion A little over half the screen width is used for the play area, the remainder for a status panel spread with colourful ghost stills In-game graphics use few colours by comparision 4 for the maze and 5 for characters but all are nicely detailed

The Spectrum s play area (two thirds of the screen width) is monochromatic other than Pac himself and scrolls smoothly but faster horizontally than vertically – this is disorientating and takes getting used to

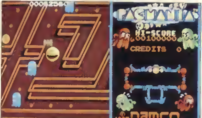
The C64 mazes look similar to the Spectrum when hi-res night graphics are chosen otherwise day features are colourfully jolly (if blocky) as are the sprites

The music is an adequate rendition of the coin op sound track and is similar on ST and C64 – although thin Atari sound effects contrast to the arcade-like qualities of the C64 Sound on the Spectrum is crude even by its own standards consisting of brief clicks and jingles

All conversions have been programmed to take advantage of the host computers capabilities and provide addictive and accurate arcade thrills

ATARI ST: OVERALL 89%
COMMODORE 64/128: OVERALL 87%
SPECTRUM 48/128: OVERALL 88%

AMIGA: TGM013 92%



A coin-op conversion worthy of anyone s ST, truly amazing

VERSION UPDATE

ARTURA

Gremlin

Commodore 64/128 Cassette £9 99, Diskette £14.99
Amstrad CPC Cassette £9 99, Diskette £14 99

6 AD Artura s task is to find treasures and unite the tribal forces of Albion (England) against invasion Only Nimue can help and she is held within the evil Morgause s fortress

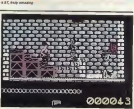
During your quest scrolling platforms are negotiated and pet rolling guards slaughtered with axes Runes are collected to provide magick for your journey home

It s difficult to say which of these two version is the worst as they have equally poor sound graphics and gameplay Sprites on both versions are clear but consist only of two or three badly designed frames of animation

The Amstrad uses an ugly green grey and pink colour scheme while the bright sprite colours of the C64 are spoiled by bland grey backgrounds and plain green foliage The rats and owls (or are they giant moths?!) of the C64 are mishapen and seem to be a rushed job as do the sledge-riding rats (!) of the Amstrad

The grating title music which warbles away on the Amstrad is no better on the C64 – although it does have a reasonable dramatic in-game tune Sound effects are sparse bursts of noise on the Amstrad and inappropriate tones on the C64

Hungry arcade-adventurers may be interested in this unimaginative and simply executed game

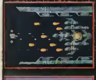


A nice big red R subtly denotes a rune in the C64 Artura

Careful with this weapon Artura you might have an axe-ident

COMMODORE 64/128: OVERALL 39%
AMSTRAD CPC: OVERALL 42%

ATARI ST TGM013 48%
SPECTRUM 48/128 TGM013 42%



MENACE

This is a pure arcade game — a fast action packed journey through six very different worlds where lightning fast reflexes and furious fire button action are your only hope of survival!

Your mission orders are simple: you must destroy the planet Draconia. In theory possible. In practice...

The planet Draconia, an unnatural planet, has been formed over many centuries by six of the most feared rulers that have ever existed. These rulers, exiles from their home galaxy, have ravaged and plundered space using the worlds they have destroyed and the life forms they have created to build this planet of fear and death.

Now an end must be put to their reign of terror. A large scale attack will prove too costly to our space fleets, Draconia has many orbiting defence systems and sacrifices may be in thousands of lives. A single fighter craft, approaching undetected, may have a chance to avenge those who have perished, by destroying Draconia. You have that chance.

Screen Shots are from the Amiga version

AVAILABLE NOW ON THE PSYCLAPSE LABEL

CHRONO-QUEST

This is the first of a new generation of adventure games from Psygnosis. An adventure game in the classic sense.

Your quest begins in your fathers chateau circa 1920. There you find (or should find) your fathers latest invention, a fantastic time machine. Your father is dead, murdered... you are the prime suspect. A letter left by your father leads you to think the real culprit was Richard, his not so faithful servant. But he has escaped to the future using the time machine... who will believe your fantastic story... do you believe it?

You will be presented with many objectives, ultimately you will have to travel through time to collect the fragments of magnetic card to drive the Time Machine into the future. There you will have to... Meanwhile the immediate objective is to find the time machine... Sorry, a more immediate objective is to find the room with the time machine in it. But its dark... Very sorry, an even more immediate objective is to be able to see where you are going... 2 hours and 250 minutes and even more immediate objectives later, you are standing in the hallway thinking helppppp!!!!

Screen Shots from the Atari ST version

AVAILABLE NOW ON THE PSYGNOSIS LABEL

BAAL

- An addictive mixture of strategy and arcade action featuring
- 8 way ultra-smooth scrolling through 3 distinctive domains containing multiple levels
- Over 250 highly detailed screens, superb graphics and sound effects
- More than 100 monsters and 400 traps

The future of the world lies in the hands of an elite squadron of men. YOU are the leader of the Time Warriors. Can you save the earth from the evil BAAL?

His army of undead have stolen an awesome weapon of destruction, a War Machine.

As leader of the ultimate band fighters, your quest is to invade BAAL's domain, fighting off his monstrous demonic hoards to retrieve the War Machine... but... you must kill BAAL in the process.

Can you succeed? There is no option... the alternative is literally Hell on Earth

Screen Shots from the Atari ST version

AVAILABLE NOW ON THE PSYCLAPSE LABEL

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-207 0825

MENACE		
Amiga/Atari ST	—	£19.95
C64/C128 Disk	—	£12.99
C64/C128 Cassette	—	£9.99
CHRONO-QUEST		
Amiga/Atari ST	—	£29.95
BAAL		
Amiga/Atari ST	—	£19.95

YOU'LL BE GRIPPING THE EDGE OF YOUR COMPUTER.. AS YOU ATTEMPT TO CONQUER *EPYX'S*.. FINAL ASSAULT

Take the challenge to conquer the perils of nature's unknown...you're at the foot of one of the world's highest mountains. Snow covered slopes, dangerous crevasses, sheer glaciers and a jagged rockface await you as you attempt one of the most gruelling sports ever created. Pack your rucksack with climbing gear and food supplies, practise on the training slopes and then decide which of the six treacherous trails to tackle. You'll be tested to the limit by challenges in terrain, weather and your 'health'. Take note of the advice of your safety guide and never underestimate the challenge that lies ahead of you as you could fall thousands of feet or freeze to death in the sub zero temperatures.

© 1988 EPYX Inc. All rights reserved
EPYX is a registered trademark no 1195270

Amiga
Atari ST
IBM PC + compatibles
Spectrum 48/128K
CBM64/128

SCREENS FROM ATARI ST VERSION

US GOLD LTD., Units 2/3, Holford Way,
Holford, Birmingham B6 7AX

SPORT FOR ALL

SUPERSPORTS

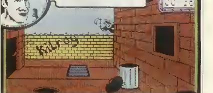
Gremlin Graphics

With the Olympics now well and truly over Gremlin provide an alternative to sprinting, jumping and throwing, in *Supersports* The game consists of five events crack shot, daredevil dive, slate smash, crossbow and an underwater assault course.

In crack shot you have one and a half minutes to shoot as many targets as possible The shooting gallery is set in a back street alley populated by cats Targets appear from behind fences or windows and move across the screen points are awarded for each successful hit But don't get trigger happy shooting cats deducts points from your score and your gun needs reloading after every sixth shot

Daredevil diving involves hurling yourself off breath taking heights performing mid air acrobatics and landing in a bowl of water The faint hearted dive from a measly 40ft while the more fearless jump from anything up to 400ft The higher you are the windier it gets – skill is needed to remain on course Mid-air moves are performed using a combination of fire and direction Should you be blown off course direction alone corrects your dive

The third event slate smash takes only a minute to complete During this time you smash as many plates as possible by any means available They appear either side of you and are broken using a combination of kicks and punches. This is an easy event to play but it takes practise to accumulate a high score



Shoot the Conservative cat show host in the Crack Shot range – Spectrum screen

Bernie, the bolt

Crossbow is the toughest event. Before firing at one of three available distances the string tension is set This is done in the time honoured tradition of waggling the joystick frantically left and right The faster you waggle the higher the tension and the more powerful the shot When tension is set you aim taking into account gravity and wind direction There is no time to rest between shots because the seconds tick away – the more shots you fire in the allotted time the greater your score

The final event takes place in a water channel polluted with mines and underwater obstacles You swim through the channel in as short a time as possible Bumping into obstacles renders you helpless for a few seconds and loses you points You can only hold your breathe for so long and have to periodically surface for air

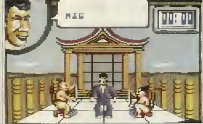
All through the game your zany host Gilbert acts as score and time-keeper as well as commenting on your performance Should these comments be detrimental you can practise an individual event before taking part in the game proper

Multi sport games have been covered for a long time now Gremlin have tried to add new life to a well worn theme by introducing new events Unfortunately while they are enjoyable at first there is little long term appeal

SPECTRUM 48/128
Cassette £7 99
Diskette £12.99

Although colour-clash has been avoided, graphics are not particularly outstanding – more functional There is little noticeable difference in difficulty between this and the Amstrad version. Once again Multi-load is used – though it is hard to see why This is the better of the two games, but only because of its aesthetic appeal

OVERALL 68%



A fight on the tiles whilst portly Sumos look on – Amstrad screen

AMSTRAD CPC
Cassette £9 99
Diskette £14 99

Graphically this version is the worst of the two Colour is garish and the music is painful to listen to Multi-load has been used, on cassette it takes longer for events to load than to play

OVERALL 62%

OTHER FORMATS

Commodore 64/128 seen, cassette £9 99, diskette £14 99

"Gremlin have tried to add new life to a well-worn theme"

VERSION UPDATE

OUT RUN

US Gold

Amiga. £24.99

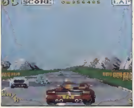
THE AMIGA conversion of the smash Sega coin op has been almost as eagerly awaited as was the ST version. Disappointingly it is near-identical – the only major change is the inclusion of what can best be described as an over-the-top introduction. An oddly low sampled voice announces the game accompanied by a manic musical intro.

The illusion of speed movement and the overall racing effect is slightly slower than on the ST. Fortunately it features the addition of detailed backgrounds and three tunes which while not showing off the Amiga's sonics retain some game-flow.

Despite limitations such as the decrease in screen size (resulting in a squashed but sleek looking Ferrari) *Out Run* plays well on the Amiga and is a commendable conversion.

AMIGA: OVERALL 75%

COMMODORE 64/128: TGM003 67%
SPECTRUM 48/128: TGM003 61%
SEGA: TGM003 72%
ATARI ST: TGM007 79%



Squashed graphics mean you can drive flat out

VERSION UPDATE

1943: BATTLE OF MIDWAY

Go!/Capcom

Commodore 64/128: Cassette £9.99, Diskette £14.99
Atari ST: £19.99

1943 is one of those games about which it is hard to find anything good to write. Graphics and sound are simplistic and boring – on the C64 there are even attribute clashes!

It is a simple shoot and-collect game in which you control a fighter plane America's last defence against the marauding Japs. Somewhere far out at sea is the Japanese battleship Yamoto. Destroy this and the Japanese threat is curbed – until next time.

Your fighter is armed with machine guns which may or may not destroy the enemy depending on how thick their armour is. Additional weaponry is added by collecting POW symbols which appear on screen.

If you manage to stay awake carry on killing and collecting until you progress to the 16th level and the final showdown against the ultimate battleship.

Out of the two conversions the ST makes the best of a bad job. Although while pitched at a harder level it lacks incentive to play on.

The C64 game is very easy to play: one of our team completed it without loss of life in less than twenty minutes.

Attack waves on both versions are predictable and defeating the Japanese forces would be even easier if control was less sluggish.

The original coin op was a disappointment – which makes these good conversions.

COMMODORE 64/128: OVERALL 19%
ATARI ST: OVERALL 38%

SPECTRUM 48/128: TGM012 47%
AMSTRAD CPC: TGM012 55%

In 1943 this may have seemed like a good game

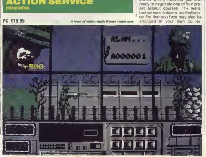
VERSION UPDATE

ACTION SERVICE

Infogrames

PC £19.95

A load of video walls if ever I saw one



YOU are at a secret training camp armed with a machine gun and ready to negotiate one of four preset assault courses. The walls, barbed wire soldiers and helicopter fire that you face may also be arranged in your own course using an editor.

This *Combat School*-type scene simply does not have enough gameplay to warrant a stand-alone release. The courses even with the construction kit soon become boring with only a limited number of uninspiring obstacles.

Actions at your disposal are difficult enough to handle with a joystick but using keyboard control is even more awkward.

Though there are a number of graphic displays options the 16-colour EGA card has been used tentatively with only three colours on the simply-defined soldier sprite and two on some background features.

Scrolling judders slightly as you battle through the stages which seem longer and so more tedious on the PC. Sound although not terrible is sparse and a poor contrast to the samples of the ST version.

An insipid game made even worse in the conversion.

PC: OVERALL 29%

ATARI ST: TGM012 33%

DON'T GET MAD . . .

THE PEPSI CHALLENGE – MAD MIX GAME

US Gold

If you waded through the thronging masses at the PC Show this year, you may have seen some of *The National Computer Games Championship*, sponsored by Pepsi-Cola and organised by Newsfield The final of this quest to find the champion gamesplayer was played on this game

The plot of this simple maze game involves Mad the yellow round Pepsiman creature under your control It was his family's job to keep Pepsivillage free of ghosts but his father was afraid of the apparitions and so they were left to run riot Angered Mad decided to follow in the footsteps of his grandfather the Mad Elder and rid Pepsivillage of ghosts in the Pepsiman Challenge

Fifteen scrolling mazes represent the village in which you guide Pepsiman To complete a maze the spheres which line the corridors are eaten Naturally there are adversaries to make this a problem commonly in the form of generated ghosts

Also appearing are Ladybothers who make a nuisance of themselves by replacing spheres but Repugnants are worse – they clamp spheres to the floor of the maze The only way to free them is to transform yourself into Pepsidigger by passing over the appropriate special square

Packed mazes

Other squares turn you into Angry Pepsiman – he can eat enemies or a Pepsipotamus who squashes adversaries but cannot eat spheres You transform into a Pepsiship by travelling on rails – your movement is limited to left and right along the rail but you can shoot enemies above The Pepsitank is used similarly it can only move in one direction but fires in two

There are two special maze features: auto squares – usually laid out in patterns – are marked with arrows which force you in the direction they point L-shaped flip doors flip over as they are used blocking the way back, they may only be entered from the correct direction

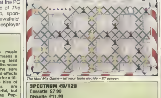
If this all seems like *Pac-Man* with additional features that's because it is **Topsoft** the programmers have only thinly disguised the original keeping ghosts as the bad guys and even using a round yellow hero Additional enemies and forms of powered up Pepsiman do not help the basically repetitive frustrating and boring gameplay

Although lacking some of the features the 3-D leaps of *Pac Mania* are much more playable proving that plagiarism doesn't always pay

ATARI ST
£14.99

To call the title music unusual is by no means a compliment. Droning lead sounds and white-noise drums grate on the ears while in-game sound effects are criminally simple for a 16-bit, particularly the hiss of gunfire Graphics are detailed and colourful, but tiny: the lumbering Pepsipotamus is only slightly larger than the ghosts Noticeably juddery scrolling further spoils the visuals

OVERALL 39%



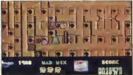
The Mad Mix Game – let your taste decide – ST screen

SPECTRUM 48/128
Cassette £7 99
Diskette £11.99

Sticks of striped rock border the detailed monochrome maze which feature some semi-animated characters particularly the humourous Pepsipotamus Game speed is almost on a par with the C64, but black-on-white at this speed can be a strain on the eyes Sound effects are just clicks and beeps of acknowledgement, but there is a pleasing *Hooked On Classics*-type medley

OVERALL 44%

A familiar looking hero with familiar-looking enemies in a familiar game design – C64 screen

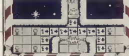


AMSTRAD CPC
Cassette £7 99
Diskette. £11 99

The Amstrad playing area is remarkably small, yet the maze within the rock border jerks terribly as Pepsiman crawls around the screen The slow speed isn't helped by the crude percussive beeps which accompany the action, and although colourful, graphics are gaudy and ghost sprites blocky

OVERALL 37%

Mad really must go on a diet before he goes dotty – Amstrad screen



COMMODORE 64/128
Cassette £7 99
Diskette £11 99

The bouncing Topsoft logo and wobbling text on the title screen are the most impressive features In play the screen scrolls smoothly and swiftly – it's the fastest version – and this adds playability Bas-relief background graphics are pleasant but bland, and sprites have a blocky, black outline Sound effects are adequate but there are some rapidly-annoying jingles, the worst of which is triggered for no apparent reason

OVERALL 43%

OTHER FORMATS

MSX owners will be unexcited to hear that a version for them (cassette £7 99) will be available shortly

> **"Additional enemies and forms of powered-up Pepsiman do not help the basically repetitive, frustrating and boring gameplay."**

FIVE FIST-FULLS OI

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a-side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

CBM 64/128 £9.99 cassette £14.99
AMSTRAD £9.99 cassette £14.99
SPECTRUM £7.99 cassette £12.99

GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99
AMIGA £19.99 IBM PC £19.99

SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you're [illegible] likely to find. Have you got [illegible] good enough [illegible] the nerve to [illegible] the 'devil dive', the [illegible] to 'assault' [illegible] to shoot the 'cross bow' [illegible] [illegible]

OFSPORTING POWER

RTS

e a
ere ever
u got a
e a 'ers,
tempt
strength
e course
bow', an
valsky!)
underwa
n to four
pete in t
ongest

M 64/128 9.99 cassette 14.99 disk
AMSTRAD 9.99 cassette 14.99 disk
CTRUM 7.99 cassette 12.99 disk

GARY LINEKER'S SUPERSKILLS

Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication – dedication towards hard work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk

ULTIMATE GOLF

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

CBM 64/128 £9.99 cassette £14.99 disk
ATARI ST £19.99 disk
IBM PC £19.99 disk
AMIGA £19.99 disk

VERSION UPDATE

SOLDIER OF FORTUNE

Firebird

Spectrum 48/128 Cassette £7 95

GRAFTGOLD'S latest release delves into the world of demons and magic where Samek the hero attempts to restore the mysterious Zodiac Power Source disrupted by the evil Knilys

Weapons and magical tablets are found on the scrolling platforms necessary in forming elementals which give access to different levels and eventually summon the Zodiac

Gameplay differs considerably from the C64 original shopping for weapons has been exchanged for simple collection bringing it even closer to *Ghosts N Goblins* from which the game was inspired.

The two player option has been removed as has the shield system – one touch from a monster takes a life The platform layouts have been drastically altered requiring a difficult leap near the beginning of the game and making platform skills essential

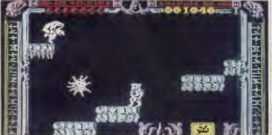
The lively screen surround includes runic markings and an attractive status panel The liberal use of colour is continued in the play area and generally avoids clash. The screen scrolls smoothly and the characters are adequately defined though the hero looks demonic

Title music and sound effects are good but strangely futuristic

With the strategic buying element missing *Soldier of Fortune* on the Spectrum is a simple platform game mixed with a ghostly shoot em-up

SPECTRUM 48/128. OVERALL 60%

COMMODORE 64/128: TGM012 78%



More of a simple platform game than the Ghosts N Goblins strategy trading of the original

VERSION UPDATE

What's his pitch?

International Soccer

Microdeal

Amiga £19.95

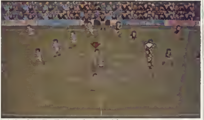
FOOTBALL on the computer usually falls into one of two formats management or participation *International Soccer* is the latter – perhaps one day a softwarehouse will come up with a game where you play the supporters

In *IS* you control the member of your team nearest the ball – highlighted by a white arrow above his head Throw-ins tackles goal kicks and penalties are all featured as are options to change the duration of play kickoff time wind direction and condition of the pitch – but the best feature is the four player option for which a Microdeal joystick adaptor is needed (£4 95)

On the whole graphics are good – players are well animated but the scrolling of the pitch is slightly jerky Sound can be toggled between one of three tunes or match sound effects

IS is very playable and the inclusion of nine skill levels means you're unlikely to get bored quickly

Matchday II is the yardstick by which all other Football games are measured *IS* doesn't steal the crown but it's the best Soccer game on the Amiga to date



Look at those pitch conditions. What do we pay the groundsmen for?

AMIGA: OVERALL 80%

ATARI ST: TGM009 78%

RIDERS WITH THE LASS, ARC

JOAN OF ARC

Rainbow Arts

The Anglo-French war lasted almost one hundred years. It came to a climax in the early 1400's, when the British gained a firm grip on France – she was subsequently thrown into disarray by civil war and devious doings

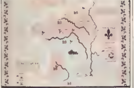
Heir to the thrown Charles (son of mad Charles VI) was abandoned and the English hold grew stronger. The end of the French Kingdom was in sight.

Said to have been addressed by Saint Michael, Joan of Arc was ordered to save Charles by ordaining him in Reims. After meeting in Chinon, 1429, and discussing the troubled times, Charles appointed her as a General. Giving her a small army, her first task was to free Orleans from the British.

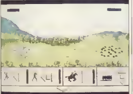
This is where the game begins. A map of France is displayed divided into various areas. The controlling countries are indicated by their colour – blue for France. A pointer is used to choose pop-up menu options and select areas.

At the beginning of the game Orleans and Reims must be conquered to give you, as Charles, sovereignty and a base from which to liberate other areas of the country.

There are two forms of army battle. Whilst travelling, battles involve the distant control via icons of your forces: the advance (or retreat) of cavalry, soldiers and archers, the latter's firing, plus the firing and launch angle of cannon. Damage to all involved is displayed as bar graphs.



Planning your moves for the liberation of France from those evil British



Directing your armies warring factions in the field of Battle

A fairy tale beginning to open your burning ambitions in France

Cavalier attitude

When attempting to take over a town, a solitary soldier is edged along the drawbridge of the settlement's castle. One by one enemies come through the portcullis and engage your soldier in sword combat. Arrows shot through slits in the castle wall are dodged and soldiers fought until either the castle is entered or your man is killed. The inner-tower walls are then scaled, avoiding thrown rocks and poured boiling oil.

The situation is reversed when a French controlled town is attacked: you guide a soldier at the top of three ladders and drop rocks or oil on invaders' heads, otherwise the town is lost – pushing ladders was obviously not invented in 1429.

Other combat occurs when a British Cavalier challenges you to a joust-type duel. Weapons are selected from a choice of three and you ride your mount and wield your weapon until you or your opponent has no energy left.

When you've been made king, the English-occupied areas of France are regained partly by warring but also by diplomacy and sneakiness. Treaties and alliances are made, noblemen kidnapped for ransom, and various parties kept happy. Decisions in these areas are made by judging short profiles of the people you deal with.

Engaging in sword thrashing combat to gain sectors of a map in historic times is similar to *Defender Of The Crown* but *Joan Of Arc* is superior in playability, both in its arcade and strategy elements. Dexterity is needed in combat and brainpower required for the diplomatic/strategy facets. Becoming King requires much practice and should provide many hours of challenging play as you attempt to free France from the clutches of those nasty British.

ATARI ST
£19.99

Visual and aural presentation let this game down, but luckily don't spoil gameplay. The map screen is cleanly drawn, but the arcade sequences have blurry digitised monochrome castles overlayed with ill-fitting bright soldiers. Sound is sparse, consisting of inappropriate bleeps and some nicely OTT scream samples. Disk access is frequent and control response sometimes lax.

OVERALL 83%

OTHER FORMATS

Amiga (£24.99) and PC (£19.99) are imminent.

> **"Dexterity is needed in combat and brainpower required for the diplomatic/strategy facets"**

APE A GUERILLA

GUERILLA WAR

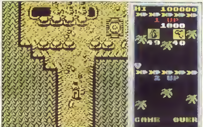
Imagine

Cruel oppressors are ten-a-penny in south American settings common to most militarised vertically-scrolling shoot-'em-ups. In *Guerilla War* the dictator is one who just won't say no to total domination. A coup d'état or peaceful settlement of the situation is out of the question. It's time to send in two men from the toughest group of fighters around - the Marines!

SPECTRUM 48/128
Cassette £8.95
Diskette £14.95

Guerilla War brings back the ideas and violence of Ikari Warriors. It is difficult to play, due mainly to the monochrome soldiers and tanks, they merge with backdrops. Multi load on the 48K Spectrum and a rather chaotic two player mode don't help much. But if you really want another IW clone, GW is an acceptable offering.

OVERALL 63%



The long-awaited but soon forgotten Ikari Warriors sequel – Spectrum screen

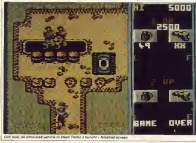
Following a beach landing at the start of the first level, the marines fight their way up-screen, wasting all who dare to approach. Infantry and tanks pose military problems while barbed wire fences and other obstacles physically hinder progress. Using grenades on the defences is most effective, and killing troops reveals bazookas or flame-throwers to pick up.

Pole position

Just for sheer sadistic pleasure and to make sure you don't fire indiscriminately, the enemy have tied hostages to poles and placed them in your line of fire. Freeing prisoners replenishes your ammunition supplies – shooting them loses you points, so keep your trigger finger still whenever they're near.

In true *Ikari Warriors* style, tanks are carelessly left lying around for your Marines to board and use. Unfortunately they are susceptible to mines, grenades and running out of fuel – if you're inside when one goes up, you go up as well.

After successfully negotiating bridges, villages and military defences, you reach the end of each of five levels where a mega opponent awaits. Several well-placed grenades, bazooka or flame-thrower rounds should vanquish the enemy and reward you with the next level. On the last level the dictator is the threat standing between you and victory. But then no-one said life as a Guerilla was easy.



Ooh look, an armoured vehicle to steal! Tanks a bunch! - Amstrad screen

AMSTRAD CPC
Cassette £9.95
Diskette £14.95

Much the same as the Spectrum version – although it doesn't feature the well-defined graphics it makes effective use of the Amstrad's colours. These additional hues improve playability. Above average one- or two-player all-action fodder but nothing special.

OVERALL 64%

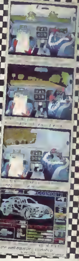
OTHER FORMATS

Guerilla War should soon make its violent debut on the Amstrad CPC and Commodore 64/128 (Cassette £9.95, Diskette £14.95), Atari ST (£19.95) and Amiga (£24.95).

> **"Well-placed grenades, bazooka or flame-thrower rounds should vanquish the enemy"**

Lombard RAC rally

Atari ST, Amiga and PC £24.95



Five . . . four . . . three . . . two . . . one . . . GO!

Your 300bhp Ford Group A Sierra Cosworth roars away from the starting line, skidding round hairpin bends as you speed through unfamiliar, ever-changing terrain in a race where every fraction of a second counts!

Lombard RAC Rally recreates all the excitement of the world-famous rally – with the help of RAC drivers who guarantee its authenticity

Complete the five stages – down winding tracks, through verdant forests and over precarious mountain ranges – with the additional hazards of night driving and fog

Repair damage and add new features to your car in the workshop, and earn money for spares by taking part in a TV interview

This is the official simulation of a lifetime will your skills measure up to the challenge?

● ***Inside every box A detailed 16-page booklet containing a history of the rally and technical specification of the Cosworth, 15 maps to help you plot out your course, and a colourful sticker to commemorate your participation in the rally.***

Please send me Lombard RAC Rally for
☐ Atari ST ☐ Amiga ☐ PC (5¼) ☐ PC (3½)
☐ I enclose a cheque for £24.95 made payable to Mandarin Software
☐ Please debit my Access/Visa number

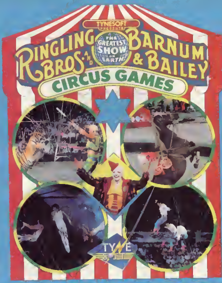
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date

Name ____________
Address ____________
____
____________ Postcode ____________

Europa House Adlington Park, Adlington, Macclesfield SK10 4NP
Order Hotline 0625 879920 A634

MANDARIN SOFTWARE

In association with RedRat


TYNESOFT
PRESENTS
RINGLING BROS. AND BARNUM & BAILEY
THE GREATEST SHOW ON EARTH
CIRCUS GAMES
TYNE SOFT

Step right up see the main attraction Tynesoft welcomes you to the greatest show on earth Ringling Bros and Barnum & Bailey combine to bring you Circus Games capturing the thrills and excitement of the Big Top
We challenge you to attempt the **High Wire** - do Flips, Cartwheels and Hand Stands then ride the **Unicycle** Try your hand at **Trick Horse Riding** - Attempt the daring feats on horse back and warm to the applause of the crowd For the real spirit of adventure **Tiger Taming** dares you to face the fierce Bengal Tigers Make them stand on their podiums walk throw an obstacle course and jump through flaming hoops Your skill and judgement are vital when it comes to tackling the **Trapeze** - you may discover that you're a real high flyer The Circus wouldn't be the Circus without clowns and this is no exception Laugh at their antics between events It's what the Circus is all about

ST / AMIGA / PC *£24.95* CBM 64 CASS *£9 95* DISK *£14.95*
AMSTRAD CASS *£9 95* DISK*£14 95* SPECTRUM CASS *£8 95*
DISK *£14 95* BBC/ELECTRON CASS *£9.95* DISK *£14 95*

Addison Industrial Estate,
Blaydon, Tyne & Wear NE21 4TE.
TEL: (091) 414 4811

YOU ARE THE MAN OF STEEL
But don't congratulate yourself just yet
An endless siege of earthquakes and volcanoes are rocking the earth terrorists have hi jacked a yacht with Lois Lane and the Governor on board;
and two of your most dangerous enemies have struck an unholy alliance!
The clock is ticking with only hours left to save the world In SUPERMAN THE MAN OF STEEL a computer comic book which allows you at crucial moments, to join in the action and become Superman All of Superman's powers Flight - Heat Vision Telescopic Vision Super Strength and Super Breath - are yours to command. And you will need them as you battle Darkseid's para-demons and Luthor's sinister construction in a pulse pounding race to forestall the destruction of your adopted planet.
SUPERMAN - THE MAN OF STEEL takes you into the comic book

AVAILABLE ON PC, ST & AMIGA £24.95; CBM64 AMSTRAD Cass £9.95 Disk £14.95 BBC/ELECTRON Cass £9.95, BBC Disk £14.95, BBC Compact £14.95 SPECTRUM Cass £8.95 Disk £14.95 MSX Cass £9.95

COMPUTER SOFTWARE

Addison Industrial Estate,
Blaydon, Tyne & Wear NE21 4TE.
TEL. (091) 414 4611

SUPER[illegible], SUPERMAN and all related characters, slogans and indicia are registered trademarks of DC Comics Inc Copyright 1988 DC Comics Inc. Used by permission. Published in United Kingdom and Europe under license from FIRST STAR SOFTWARE, INC

KAMIKAZE QUESTIONERS

TRIVIAL PURSUIT: A NEW BEGINNING

Domark

The runaway-hit board game of 1986 (1987 and 1988!) proved immensely popular, home computer conversions encountered similar success. Now, through Domark, the programmers, **Oxford Digital Enterprises** have extended their ideas to universal proportions!

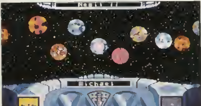
In the year 2045 the Age of Earth reaches its less than graceful climax. The birthplace of the human race is dying from mass pollution and Man looks to the stars for a new home.

The planet Genus 2 is the world destined to provide a new beginning for humanity – civilization sets off in rockets to start anew.

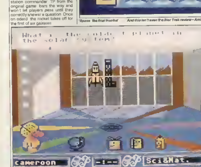
Unfortunately Genus 2 is protected by mysterious Elders planet guardians who won't allow anyone to live there unless they prove themselves worthy. Only by being shown the human race to be expert in trivia will the Elders allow Genus 2 to be humanised.

To prove their worth players take on the role of galactic explorers searching galaxies for objects. These are the keys to reaching Genus 2 and are gained by correctly answering questions.

Beginning on Earth players need to first board a rocket. The station commander TP from the original game bars the way and won't let players pass until they correctly answer a question. Once on board the rocket takes off for the first of six galaxies.



'Space the final frontier' *And this isn't even the Star Trek review – Amiga screen*



Beginning your quest by answering a rocket launching question – C64 screen

Each galaxy is made up of many planets one of which holds the object allowing access to the next galaxy. Players select a planet and beam down to answer questions posed by an alien. Musical, graphic and standard questions are asked followed by a 'Did you get it right?' prompt. Anyone low down enough to cheat by answering 'Yes' all the time deserves to be pummelled into the ground by other players.

Prisoner of Elders

Answering a question correctly causes the planet to explode removing it from play and allowing the player to concentrate on those left. Failing to get the question right allows the next player a turn.

Eventually the hallowed object is found and the next galaxy is only a question away.

Anyone clever enough to get all six objects travels to Genus 2 where six Elders face the player in a final round. Only one Elder has the question which when answered correctly wins the game, the others are fakes and merely delay the player. If Elder's questions are correctly answered they leave the room narrowing down the suspects for the player until the true Elder is found. Other players get to choose the final question category for the potential winner.

As in the original game score charts can be displayed, new blocks of questions loaded in, a time limit imposed and other features familiar to those who've played *Trivial Pursuit* are present. And as such the title of a *New Beginning* is a dubious one.

COMMODORE 64/128

Cassette £14.95
Diskette £19.95

Graphically average but sporting smooth scrolling, *TP II* isn't as attractive or well presented as other versions, but the gameplay is intact.

OVERALL 59%

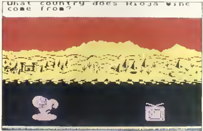
Not very enjoyable for one player *Trivial Pursuit A New Beginning* relies on multiple players to get the most out of the game Entertainment stems from friendly rivalry between players rather than the game itself

This sequel is not a significant improvement over the original but should still be fun to play with friends and family at parties or Christmas time – if you don t already own the board game

AMIGA
£19 95

The most attractive version, but the worst for making use of he host. The rotating planets are average, featuring some atrocious patterns. Totally mystifying is the primitive use of the sound chip for music questions and FX A more user unfriendly game than the other versions due to the lack of humourous responses.

OVERALL 60%


What country does Rioja wine come from?

Planet-hopping is incidental, inessential immaterial inconsequential, trifling, insignificant, trite, fatous, peurile

SPECTRUM 48/128
Cassette £14 95
Diskette £19.95

Tortured tunes are made up for by extensive colours and pleasant spaceship-views of galaxies This version makes better than average use of the host machine and follows on quite well from the more traditional style of *Trivial Pursuit*.

OVERALL 69%

AMSTRAD CPC
Cassette £14 95
Diskette. £19.95

When the Amstrad is used well by programmers, it really comes into its own *A New Beginning*, with graphics and presentation bettering other 8-bit versions, is just such a game

OVERALL 71%

OTHER FORMATS

Expect *Trivial Pursuit: A New Beginning* on the ST soon, £19.95

> **"Relies on multiple players to get the most out of the game"**

VERSION UPDATE

APOLLO 18

Accolade

PC £24 95

HAVE you got the right stuff to take part in a trip to the moon? That s the question Accolabe ask in this recreation of the first ever flight to the moon Split into seven stages *Apollo 18* perches you on top of several thousand tons of high explosive for blast-off into the blackness of space

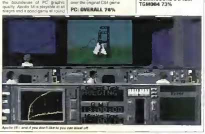
Docking in space a lunar landing a moon and spacewalk satellite recovery and re-entry await the budding astronaut

The 16 colours of the EGA graphic board are put to good use although the same can t be said of the mediocre sounds A technical and as such faithful look at the most memorable of spaceflights, the variety and challenge of *Apollo 18*'s sub games holds your interest despite its lack of depth – although no real improvement over the original C64 game

By no means pushing forward the boundaries of PC graphic quality *Apollo 18* is playable at all stages and a good game all round

PC: OVERALL 76%

COMMODORE 64/128: TGM004 73%



Apollo 18 – and if you don't like to you can blast off

COFFEE SQUAD

MANHATTAN DEALERS

Silmarils

Little-known software house Silmarils are not the sort of cautious company to produce nice, safe save-the-world shoot-'em-ups. Instead, they intend to make a perhaps controversial impact with their first major release by delving into the seedy depths of drug dealing. Heroin? Cannabis? Cocaine? No – caffeine!

The streets of downtown New York – Manhattan – are not the safest of places to roam. But amongst the muggers and street gangs is a far more corrupt form of life – drug dealers. Gaining riches by peoples greed and misery, they are one of the lowest forms of life. Drug pushers are only part of a vast and ever growing organisation known as Manhattan Dealers. From over seas, large shipments of drugs are being smuggled to Manhattan docks and into supposedly disused warehouses. From there, the street distribution team get their hands on the noxious substances.

You are Inspector Harry and want to put a stop to this evil organisation. Not only do you intend to seize and destroy all illegal drugs but also hope to put Manhattan dealers out of action. To do this, many pushers must be beaten to a pulp and the ringleaders tracked down and KO'd for good.

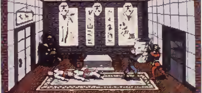
The caffeine scene

Unarmed combat skills and deft footwork – performed with joystick or keyboard – are needed to avoid traps. Four kick and two punch moves are available, plus the ability to pick up and run.

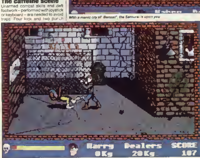
Flick screen scenes are fought through from streets of the Bronx to grubby basketball courts, then onto the docks by the Hudson river and into the mystical Chinatown. Pushers you meet and defeat drop packets of drugs which are picked up to increase your haul and lessen dealers' stocks. Energy lost in combat can be regained by dropping the drugs into a flaming steel drum.

Enemies met are quite humourous. Punks complete with Mohican hairstyles attack with bicycle chains or chainsaws, sports fans wearing day glo leotards wield clubs and Samurai warriors leap at you with comical cries of 'Banzai!'

A feeling of accomplishment is generated as each pusher is floored and his/her drugs taken, allowing progress to another scene. Two opponents in the Chinatown temple tantalisingly imply there is something special behind the door they guard, but the combat system needs mastering before its secret are investigated. While nothing special, *Manhattan Dealers* is a lively and entertaining beat-'em-up.



With a manic cry of 'Banzai!', the Samurai is upon you



Wearing clothes as loud as that he deserves to be knocked over

ATARI ST
£19.99

Colourful but simple slim sprites are strangely and basically animated, but somehow gain their own humour from this as they fight against detailed backdrops. In-game music can be an irritant and is ever jolly, while the funny samples often bring a smile to the face.

OVERALL 71%

OTHER FORMATS

An Amiga version for the new year and a PC version not far behind, both £24.99

> **"A feeling of accomplishment is generated as each pusher is floored"**

RPG TYPES

SENTINEL WORLDS

Electronic Arts

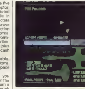
An RPG of the future, *Sentinel Worlds* tells of the Caldorre System and its continuing conflict between the Federation and mysterious pirate raiders Destroying Federation supply ships for no apparent reason, the pirate's presence is naturally unwelcome With orders to seek and destroy, the Federation send out eight Interceptor patrol ships in an effort to end the pirate's reign of terror.

Under your command are the five crew members of an Interceptor each of whom has ship related capabilities and personal skills In grand RPG tradition characters build up experience and improve their abilities through interaction with people and alien life forms combatting raiders and performing tasks for interested parties The rewards are promotion (plus increases in skill level) and cash with which to buy equipment

The raiders threat is formidable they hyperspace to Caldorre destroy convoys and hyperspace out again leaving no trace

At the start of the game you have next to no information on the raiders and need to gain it from a variety of sources – mainly through interaction with other life forms Gathering data on the raiders operations plays an equal part in the game alongside space combat.

Your Interceptor can hyperspace around the Caldorre system dock at spaceports orbit planets and engage raiders in laser fights. Battle scenes feature a short range display showing ships evading one another as they trade laser shots



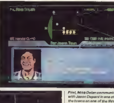
Locked onto a cargo liner, just in case

Crews through space

Luckily other ships in the area are not as hostile in fact convoy-ship pilots welcome Interceptor crews on their craft By accepting such invitations and communicating with other ships vital information on the activities of raiders is gained

Planets are also rich in possibilities. Inhabitants may be talked to bought from or assign tasks for you to undertake Using an ATV transporter you move around worlds to explore new regions Don t forget to arm your characters before beaming down some of the planet-bound life forms aren t so friendly

If the crew leave the safety of the ATV to enter buildings a 3 D view of the surrounding area is shown A radar display of the current location overlays the first-person view of movement and is the only guide to navigation The concept of a 3-D-Maze approach to what is a critical part of the game looks a little tired but with its inclusion the game breaks away from the normal style of RPG



Pilot, Mike Dolan communicates with Jason Depard in one of the towns on one of the three accessible planets

If you don t fancy beaming down to planets, why not visit the three towers high above Caldorre for some rest and relaxation Alternatively the spaceports orbiting each planet can be visited by pilots looking for services or missions to undertake The Science Foundation and Space Miner s Guild offer cash for Interceptor crews willing to perform small tasks for them

Sentinel Worlds has plenty of depth even though it isn't an instantly-grabbing game

Gathering clues exploring planets and communicating with other life forms are all classic RPG traits expertly injected into this nicely formed Sci-Fi mould

PC
£24 95

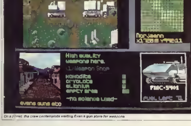
Using EGA, Sentinel Worlds **looks great, with portraits, static screens and diagrams using the full set of graphics-board colours Unfortunately, unless you have two disk drives you may find the constant access affecting flow and playability of the game**

OVERALL 81%

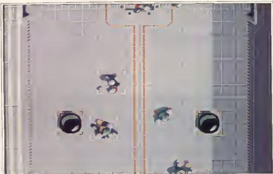
OTHER FORMATS

None planned at present

> "Sentinel Worlds **has plenty of depth, even though it isn't an instantly-grabbing game"**



On a planet the crew contemplate visiting Evan s gun store for weapons



Sprint for the ball or punch someone in the face – in the serene sport of Speedball, the choice is yours

IN OLDEN DAYS

SPEEDBALL

Imageworks

One of the first 16-bit shoot-em-ups to make any impact was *Xenon*, whose transformable combat vehicle was featured in the *Get Mucky* game of ITV's *Get Fresh*. The highly-acclaimed blast was programmed by the bizarrely-named **Bitmap Brothers**, a memorable monicker which hasn't appeared on the shelves since. Now, snapped up by Imageworks, their future looks bright – and violent.

Speedball is a future sport – society has become bored with its hum-drum day-to-day existence and is constantly searching for new ways of stimulation. Anything goes in Speedball, so the involved is an exciting addition to sport.

Taking place in a shiny sports arena, two teams of five players – two attacking, two defending and a goalkeeper fight it out. Their aim is to get a metal ball into the opposing team's goal zone as many times as possible within an allotted period. There are no real rules and players can barge, tackle and punch their opponents.

Options are set up before a match commences. A single player can compete in a league or knock-out championship (against computer-controlled teams) or two human players can face each other for fierce rivalry over ten to 100 weeks (a week is a single match).

Human players select teams from the three available. Match statistics follow, plus the skill, stamina and power of team captains.

A whole old ball game

The match commences with the ball being spat out in a random direction by a centrally positioned launcher. The ball is picked up by guiding a player over it, then charging along the vertically scrolling pitch towards the opposition goal.

The player currently in control is highlighted by a square sight, and can punch, slide-tackle and jump into the air to catch a thrown ball. When in possession the ball can be thrown at a height determined by how long the fire button is depressed, but its flight path can be hindered by hemispherical arena features.

Help comes in the form of icons which can be picked up from the arena floor. Identified by their letter, they give increased stamina, decreased opponent stamina, tackle protection, automatic possession, reversed joystick control, a single- or 8-direction stun mine, temporarily frozen or slowed-down opponents.

Credits are collected and allow post-match alterations of a similar vein to temporary match icons, but also allow you to bribe officials. Extra time can be awarded and even scores altered if you're so inclined.

Speedball takes the general format of computerised team games and adds gratuitous violence and speed. Result: things go at a hectic pace, the ball rebounds all over the arena and game-flow is only hindered by the computer occasionally selecting the player who isn't nearest the ball. Interest is added by the icons and bribes, and go to make *Speedball* an extremely playable sport.

AMIGA
£24.99

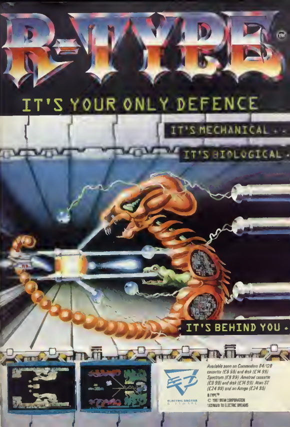
Finely detailed team captain graphics introduce the game, which features beautifully shaded players and arena features. Their convincing metallic sheen is matched soundly by the sampled sound effects, which include a great car horn to signify the end of a match. A grim hi-tech tune and smooth full-screen scrolling round off the vindictive sport.

OVERALL 86%

OTHER FORMATS

Atari ST at (£19.99) and PC (£24.99) versions are in the latter stages of development.

> **"There are no real rules, and players can barge, tackle and punch their opponents."**



Available soon on Commodore 64/128 cassette (£9 99) and disk (£14 99) Spectrum (£9 99) Amstrad cassette (£9 99) and disk (£14 99) Atari ST (£24 99) and on Amiga (£24 99)

R-TYPE™
© 1987 IREM CORPORATION
LICENSED TO ELECTRIC DREAMS

Destr[illegible] stile p[illegible] as they rise up out of their silos

Cha[illegible] your next course action [illegible] the Control Room

Arrive [illegible] the nick of time at one of the infected planets

Spear a Gravity Well [illegible] escape from S[illegible]

Create Dr[illegible] patterns and save them onto disc

ONLY available on the Amiga £24.95

Pioneer Probe Mk IV – a self-replicating robotic spaceship – is out of control, destroying all life as it travels from planet to planet in the Starion Cluster Your mission is to stop the spread of the plague before it's too late

- Drone flight patterns that you can program to soak up energy from the city below
- Carefully designed instrument panel – to help you plan your strategy
- Your performance analysed to show your strengths and weaknesses
- Dazzling HAM mode graphics 4 096 on screen colours
- Eight directional scrolling over a detailed cityscape
- Stereo music score and digitised speech

Awesome action for your Amiga!

MANDARIN SOFTWARE

In association with TERRIFIC

Europa House, Adlington Park,
Adlington, Macclesfield SK10 4NP
ENQUIRIES 0625 879940 ORDER HOTLINE 0625 879920

Please send me Pioneer Plague for the Amiga

I enclose a cheque for £24.95 made payable to Mandarin Software

Please debit my Access/Visa number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date /

Signature

Name

Address

Postcode

A SMASHED HIT

DRUNKEN MASTER

Micro Media

Because no-one in the TGM office is proficient in Japanese, the plot of *Drunken Master* remains a mystery as the packaging has not yet been translated It features a Bruce Lee lookalike as the hero and he's fighting his way across land – probably in the name of vermouth just ice and the American dry

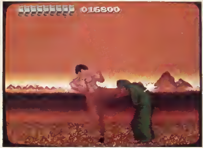
The Master of Inebriation takes on all-comers no martial arts game would be complete without several bad guys to bash the living daylights out of Monks, snakes birds and rocks are just some of the adversaries met - each requiring a precise punch or kick to kill The enemy do not physically attack, but drain energy on contact – Mr Lee dies when all his energy has gone

Japanese courage

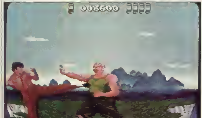
Before advancing to the next stage an angry mega-opponent is defeated punches or kicks to the face normally do the trick but their counter attacks get faster with each level

Drunken Master is fairly standard fare and doesn't try to be original which is disappointing On the plus side playability is good thanks mainly to simple game-style The action is fast and attack patterns are learnt to achieve progress

Feelings of deja vu and repetition are prominent when playing *Drunken Master* – mainly due to the limited nature of the game and it making little progress towards improving what is a much used tired game concept.



Double up an evil robe-garbed monk with a mighty kick, but don't make it a habit



Enormous sprites show off the PC Engine's talents in the one-on-one combat scenes

PC ENGINE
ROM Card £24.99

Although sprites are detailed, colourful and the backdrops well defined (the fading in of the next levels colours is a neat effect) their size prevents good animation A potentially great game but not even the PC Engine and its capabilities impress Drunken Master OK for martial arts enthusiasts, but nothing special

OVERALL 63%

> **"Action is fast and attack patterns are learnt to achieve progress"**

STAR PLAYER

CAN HE FIGHT? SHURIKEN

SHINOBI

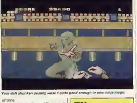
Mastertronic

S*hinobi* is another very close Sega conversion of its arcade big brother Based on the much-exploited martial arts theme, it features Joe Musashi, Master Ninja, taking on the dreaded Ring of Five, a terrorist group holding children of world leaders hostage

In a similar vein to *Kenseiden* and *Captain Silver Shinobi* features the hero making his way through five horizontally scrolling levels – fighting terrorists and rescuing hostages When freed the children are kind enough to give Joe help in the form of better weapons, extra energy and access to a bonus round

Nine ninjas leaping

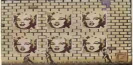
For the bonus round the game switches to a 3 D view with Joe throwing shurikens at leaping ninjas Miss one and he jumps down right in front of Joe to end the round The reward for disposing of all the ninjas is 500 points and one of six ninja magic spells Their effects are varied but all prove invaluable in the right situation they include metal binding magic which freezes all enemies on the screen invincible magic that protects Joe from harm and flying squirrel magic which allows him to fly through the air for a short period of time



Your deft shuriken dealing wasn't quite good enough to earn ninja magic

Inevitably the Ring of Five won t let you have it all your own way At the end of each level a Ring War lord has to be defeated each has his own attack pattern and a single weakness for Joe to find and exploit

Shinobi is one of those games that does nothing for innovation but is well presented Appeal lies in its immense playability and addictive qualities



Joe Mushashi (bless you!), a gunman a Mongo, and Marilyn Monroe What more could you want?

SEGA
Two-Mega cartridge:
£24 95

Flickering sprites are made up for by fast action, neat animation, loads of colour, good sound and plenty to do – Shinobi is almost worth buying a sega console for.

OVERALL 82%

"Almost worth buying a sega console for"

VERSION UPDATE

Martial law

IK+

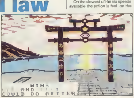
System 3

Atari ST £24 95

WITH a mighty thwack the smash C64 game hits the 68000 right in the interface Archer Maclean s first venture into the world of 16-bit software enhances the original Andromeda Software program *International Karate* with sampled sound effects and extra fighting moves

Fought against a peaceful oriental seascape *IK+* includes the moves and style of play of the original but also features a handy backward somersault bone-grinding doublehead kick and a skull-smashing head butt

On the slowest of the six speeds available the action is fast on the fastest level matches can be fought and won before you know what s hit you



Ball-bouncing, bomb-kicking, gut-punching fun for 16-bitters

Two bonus rounds have been incorporated including one in which you deflect oncoming balls and bouncing heads with a shield The other involves bombs which are kicked off screen before they explode

The original C64 game was almost perfect in gameplay with fast frenetic action The ST version is no different and just as much enjoyment is to be had from of bashing up other players

Graphics while similar to those of the C64 move well and the inclusion of intricate backdrops that feature birds flying submarine periscopes surfacing inchworms crawling leaves falling and more all add to the overall quality

Buy it and get a real kick

ATARI ST· OVERALL 86%

I DON'T GIVE A DAN

EXPLODING FIST +

Firebird

Way Of The Exploding Fist has the perhaps dubious pleasure of being the computer game which spawned the martial arts fad still raging today. Based on the hit coin-op *Karate Champ*, it was released way back in August 1985. Now the programmers, Beam Software, have updated it to fit the advanced challenge of today's games.

The extra challenge is in the form of another violent Oriental opponent, but the general aim of the game remains the same. Gradually developing your fighting skills you face increasingly tough opponents to work through the dans – the proficiency levels of karate. Having reached the top – 10th dan – you defend your name against yet more combatants.

Two human players can take part in the C64 game and three in the Spectrum.

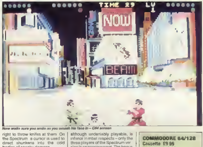
Exploding Fist + real the standard plethora of fighting moves accessed by joystick direction and fire/direction combinations. It also features two novel moves: a swift elbow into a lurking opponents ribs is one of the fastest moves you can make while cartwheels move you speedily along the single-screen combat area.

A bout to begin

Bouts are played under a 30 second time limit and the two players with the most hit points go on to the next fight. A hit point is awarded when a player lands a blow on another – and the bout automatically ends if a player earns maximum hits (6 on the C64, 8 on the Spectrum).

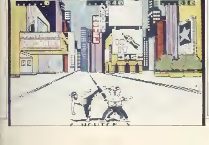
Human players get to indulge in a bonus round. On the C64 ninjas jump forward from an alley while the players hand is steered left and right to throw knifes at them. On the Spectrum a cursor is used to direct shurikens into the cold bodies of sneaky demons.

Exploding Fist + is very much intended to be a returning blow to System 3's *International Karate +* (see below). Unfortunately **Probe** have failed with a game that although undeniably playable, is inferior in most respects – only the three players of the Spectrum version is an improvement. The bonus rounds are new but are inspired by other sources (the C64 one is from *Shinobi*) and do not disguise the plain fact that System 3's game is the better.



Now make sure you smile as you smash his face in – C64 screen

Mind you don't split your trousers, your opponents might get a kick out of it – Spectrum screen



SPECTRUM 48/128
Cassette £7.99

Restricted by colour, the second and third skinny fighters are distinguishable by baseball cap and beard! They are swiftly and smoothly animated and clearly defined, and other than the about-turn move, react quickly to joystick or keys. Sound is a few white-noise pseudo-samples and an irritating title tune. The three player option makes this of interest to even those who already have a healthy martial arts game collection.

OVERALL 69%

COMMODORE 64/128
Cassette £9.99
Diskette £12.99

Other than the green robes of the three player sprites are the same as in the original, which today are showing their age. Their blockyness and ill-proportion is not helped by their increased speed, as animation has not been updated to match the swiftness. The grainy samples of Way Of The Exploding Fist are present and sound very crude by todays standards. The plain sounds used in the music are a step down from those in the original.

OVERALL 57%

OTHER FORMATS

None at present

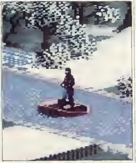
> **"A swift elbow into a lurking opponents ribs is one of the fastest moves you can make"**

ARMAKUNI, WHAT ARE YOU?

LAST NINJA 2

System 3

The highly-acclaimed classic martial arts game, *The Last Ninja* was released shortly before TGM's time, but was very well received in our sister magazine ZZAP! After much anticipation, *Last Ninja 2* finally leaps onto the street. A limited edition version (20,000 copies) comes complete with Ninjitsu mask and plastic shuriken. The latter freebie is causing controversy in high streets (refer to this months TGM Report for the full story) but System 3's latest is sure to be greeted with open arms by games players



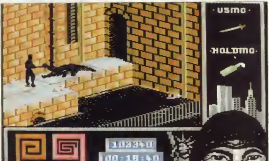
In times long passed on the sacred island of Lin Fen the last of the Ninja Armakuni defeated evil Shogun Kunitoki. Unknown to our hero, Kunitoki gained a potent magic orb which allows him to control time.

More than a thousand years hence Kunitoki is a powerful and corrupt New York business man. He uses the orb to influence all who dare cross him, even the city's police are on his side. He gains ever greater riches from extortion, prostitution, robbery and his own opium factory.

In their wisdom the ancient Ninja Gods have brought Armakuni to the 20th century to track down Kunitoki and defeat him once and for all. This is a far from easy task, as there are many of Kunitoki's minions trained in martial arts who fight to the death to defend their master.

Cause a Ninjary

Beginning at the bandstand in Central Park, you guide the Ninja in an isometric 3-D environment picking up weapons with which to fight and aiming to complete sections within a time limit. Two



Yes that's right, open wide. Now this won't hurt a bit—if it does you can sewer me

The Games Machine
TOP SCORE

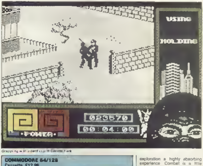
fighting moves are initially available. They increase when weapons such as shurikens, swords and nunchakus are used.

Two energy spirals display strength remaining, one for you and one for your opponent, as well as in combat; this is also worn down by leaping off tall buildings or being run over by passing vehicles – one of your five lives is lost when it is extinguished.

The game is played over six sections. After leaving Central Park, the streets of the Big Apple are explored, then the smelly depths of the sewers investigated until finally the opium factory is reached. At the top of the building a helicopter is caught to whisk you to the final confrontation on the Shogun's island.

The slightly slow play of The Last Ninja has been improved by a wider variety of scenery and characters, and the inclusion of object-orientated puzzles makes exploration a highly absorbing experience. Combat is a little limited and soon mastered, though the control system as a whole can be cumbersome at first.

Overall *Last Ninja 2* would make an excellent addition to any arcade adventurer's collection.

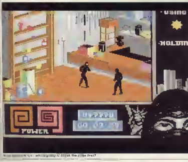


Grappling with a beat cop in Central Park

COMMODORE 64/128
Cassette £12.99
Diskette £14.99

The remarkable graphics of the original have been improved on by artist, Hugh Riley. Backgrounds have lots of colour while retaining great detail to make convincing scenes. The sprites are of equal high quality, realistically animated to round off the impressive visuals. There are no sound effects but each section has its own pacy, well-written music to complement exciting gameplay.

OVERALL 93%



[illegible] Ninja – which [illegible] to break the [illegible] first?

OTHER FORMATS

An Amstrad version is imminent (Cassette 12.99, Diskette £14.99). Amiga and ST versions are under development but will not be available for some time.

SPECTRUM 48/128
Cassette £12.99
Diskette £14.99

Play is difficult until the control system is mastered, but this doesn't hinder the fun too much. The play area is simple black on white, and although shading is basic in places, a lot of detail has been packed in – and the varied characters are nicely animated. Other than few spot effects, sound is a grating title tune which rapidly annoys.

OVERALL 80%

> **"The inclusion of object-orientated puzzles makes exploration a highly absorbing experience"**

VERSION UPDATE

STAR TREK

Firebird

Commodore 64/128 Cassette £9.99, Diskette: £12.99

FIRST announced in late 1986, *Star Trek* finally reaches the 8 bit market following a moderately warm reception on the ST in February.

Kirk, Spock, Scotty and all the TV show favourites are aboard the Enterprise, exploring a sector of space known as the Quarantine Zone. Many Federation ships have entered this area over the past few months and the crews have all turned renegade.

The Klingons are at the foot of this, having discovered a crystal which, when connected to a powerful energy source, can be used to influence minds – a permitter. James T Kirk and his crew have been given the job of investigating the Zone and putting the Klingons' mind device out of action.

You control all seven major crew members: the direction of Kirk, scientific advice of Spock, navigation skills of Sulu, weapons targetting of Chekov, engine room control of Scotty, medical vigilance of McCoy and communication administration of Uhura. They each have their own screens where decisions are made, figures altered and systems directed by use of a cursor.

Through star and system maps the Enterprise is steered into orbit around planets, some of which can be beamed down to for collection of useful objects. Conflict is inevitable and requires speedy reactions to minimise Enterprise damage but few arcade skills.

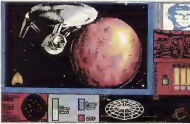
Gameplay is virtually unchanged from the ST original, giving you many solar systems to explore and eight ways to complete the game. Presentation is lowered by graphical simplicity: crew portraits are in two colours and are quite blocky at two-thirds screen size. The bridge graphic showing all the crew is quite crude, displaying figures as rough outlines. Adequate vector graphics are used in the animated navigation and combat screens.

Sound effects are few but suitably futuristic and a bouncy rendition of the theme tune introduces the game.

While simple game elements make up the game, the gradual discovery of new and unusual devices spur you on to the ultimate target of restoring order to the galaxy.

ATARI ST: OVERALL 69%

ATARI ST: TGM003 71%



New in standard orbit captain – The enterprise and her crew battle against a Klingon takeover

---

VERSION UPDATE

WHERE TIME STOOD STILL

Ocean

Atari ST: £19.95

CREATED by Denton Designs, *Where Time Stood Still* is set atop the Himalayan mountain range where a party of four people have survived the crash-landing of their light aircraft.

This niche of the world has been unchanged for many thousands of years and prehistoric creatures still rule.

Led by Jarret, the pilot, your group must find a path through the mountains to civilisation while avoiding attack by primeval monsters.

Guiding the gun wielding Jarret, a scrolling isometric landscape is explored. The other three characters – Clive, Gloria and Dirk – follow him but can easily get left behind, so progress should be gradual. The health and welfare of your companions is a prime concern and monitored by various bar graphs.

Objects including food are found on your travels and are picked up and used with a pop-up menu.

With numerous objects to manipulate, exploring the Himalayas is an interesting experience but is unexpanded from the 128k Spectrum original.

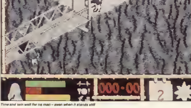
The playing area is monochrome but uses several shades of grey to give the appearance of a 50s movie. Some clever shading is used on landscape features but some characters are too curved and feature simple animation. The dramatic music is better than the sound effects option, which are little improvement on the Spectrum game.

A few bugs are present, such as incorrect messages and perspective collision detection, but they don't spoil gameplay too much – even though a clone Gloria appeared at one point!

A little more difficult to play than the original, *Where Time Stood Still* remains compelling but too easy for today's 16-bit market.

ATARI ST: OVERALL 71%

SPECTRUM 48/128: TGM009 95%



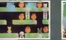
Time and tain wait for no man – even when it stands still

		REX	SHOOT-OUT	HELLFIRE ATTACK
SPECTRUM 48/128K CASSETTE	£9·99	●	●	●
SPECTRUM +3 DISC	£14·99	●	●	●
AMSTRAD CPC CASSETTE	£9·99	●	●	●
AMSTRAD CPC DISC	£14·99	●	●	●
COMMODORE 64/128K CASSETTE	£9·99	●	●	●
COMMODORE 64/128K DISC	£14·99	●	●	●
COMMODORE AMIGA	£19·99	—	—	●
ATARI ST	£19·99	—	—	●

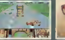
martech

Martech is the registered trade mark of Martech Games Ltd.
Martech House, Bay Terrace, Pevensey Bay, Sussex BN24 6EE
TEL: (0323) 768456 TELEX: 878373 Martec G FAX: (0323) 764460.

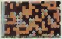
ROBBEARY
Bertie an agile and clever bear has targeted a famous 24 floors store for his last and most daring ROBBERY. With no alarms or visible guards and fabulous treasures, yet it has been avoided like the plague by the criminal fraternity. Bertie soon discovers why?
AMIGA £19.95



HIGHWAY HAWKS
Grand Prix driving skills is essential to negotiate the crowded highway at speed. Obliterate the enemy's cars and the ones that get in your way but keep the tiger in your tank fed, the engine cool and the tyres and steering intact. Acquisition of faster cars and lethal weaponary depends on your driving and trading skills.
AMIGA £19.95 (2 DISCS)



EMERALD MINE
A giant arcade adventure which has received rave reviews. Each level has its own unique solution and requires ingenuity and dexterity to complete. One player or two players TEAM action for added enjoyment
AMIGA £14.95
CBM64-PLUS 4 £7.95 (D) £9.95



MANIAX
Maniax relentlessly pursued by the creature undertakes to clear the thick fog engulfing the world capitals. An addictive game requiring quick thinking and action
AMIGA-ST-IBM £19.95
CBM64-PLUS 4 £7.95 (D) £9.95

QUANTOX
Progress through 24 levels of this fast and furious action. Lightning responses are secondary to the strategic choices between better weaponry or better defence.
AMIGA £14.95

FACE OFF
Experience the sheer pace and exhilaration of ICE HOCKEY. Be prepared for the body checks fouls and rough play. League competition. 1 or 2 player option
AMIGA-ST-IBM £14.95

STRIP POKER II PLUS

[illegible]

[illegible]

[illegible]

ANCO

ANCO SOFTWARE LTD. UNIT 5/10 BURNHAM TRADING ESTATE
LAWSON ROAD, DARTFORD, KENT DA1 5BH. TEL: 0322 92513
MAIL ORDER HOTLINE: 0322 522631. FAX NO: 0322 93422
PAYMENT BY CHEQUE, P.O., VISA OR ACCESS

I WILL PLAY THIS ONLY ONCE

TURBO CUP

Loriciels

High street stores have done it again. Because of its non-standard packaging, UK versions of *Turbo Cup* will be normal disk/cassette cases, rather than include the free toy Porsche of the continental versions. This is a model of the car sponsored by Loriciels for the 1988 Turbo Cup road race.

The Andros Turbo Cup has two major differences from other car races. Firstly all competitors use the same type of car: a Porsche 944 Turbo. These are powered by 2.5 litre engines providing 230 BHP and enabling acceleration from zero to 60 in 6.3 seconds. Normally 150 mph, with the additional 20 bhp provided by the turbo option their top speed is a nippy 250 mph.

Secondly, through a series of heats amateurs as well as experienced professionals can qualify to compete.

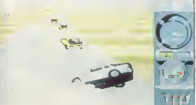
Rene Metge won last year's Turbo Cup but in the past has also won three Paris to Dakar rallies and a string of other victories. In *Turbo Cup* you put yourself in his shoes driving the Loriciels sponsored Porsche in a competitive race.

Round the bend

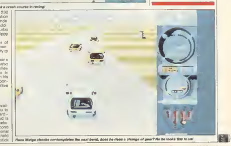
The track is chosen from four available – Magny to Cours, Dijon to Prenois, Nogaro and Paul Ricard – then the gear change method is selected. Gears can be automatic, selected from keyboard, a second joystick, or be used in professional mode where the fire button is held down as the clutch and the stick moved to mimic a gear stick.

Presented with a view from behind the car, a practice lap is negotiated to determine your grid position. In the race, two laps of the tortous track are made while vying for position against several other drivers. Tracks have slopes as well as twisting bends which send you spinning, or if you're unlucky, flip your car on its back. Either mishap wastes precious time.

Turbo Cup has taken the slopes of *Out Run* and put them in a *Pole Position* format. This may seem a reasonable idea but none of these inclines are extreme and perspective/screen update make them largely unconvincing. The progressive scenery of *Out Run* would have injected life into the game as speeding around undistinctive tracks race is outdated, even with slopes and skid-outs. The latter occur far too easily – the slightest touch from another competitor sends you spinning – and even with automatic gears, play is too difficult.



Damn French drivers – talk about a crash course in racing!



Rene Metge checks contemplates the next bend, does he need a change of gear? No he looks fine to us!

ATARI ST
£19.99

Generally simple roadside features (some of which you can drive through with no ill-effects) approach jerkily from the horizon as your nicely defined porsche speeds down a similarly juddery track. The depiction of slopes is uneffective and the roaring engine sound is an irritant. Some energetic competitive spirit is generated, but this type of race game is common and has been better programmed.

OVERALL 54%

OTHER FORMATS

Amiga (£19.99), PC (£24.99), Commodore 64/128 and Amstrad CPC (Cassette £9.99, Diskette £14.99) and Spectrum 48/128 (Cassette £8.99, Diskette £12.99) are set for a December/New Year release.

"Tracks have slopes as well as twisting bends which send you spinning"

HERO VS HEROIN

ATARI ST
£19 95

Definitely the fastest of the bunch. Graphics are speedy and colourful, but the music is a touch annoying – there isn't even the Live and Let Die **theme Very playable mainly due to its speed, unfortunately the waterways are very similar**

OVERALL 73%

AMSTRAD CPC
Cassette £9 95
Diskette £14 95

More aesthetically pleasing than the C64 version this is the easiest to play – sound is passable

OVERALL 60%

LIVE AND LET DIE

Domark

COMMODORE 64/128
Cassette £9.95
Diskette: £14.95

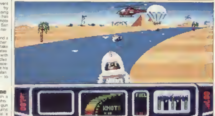
Graphics are very simplistic, slow moving and undetailed. Live and Let Die's **lack of speed destroys playability also the game soon becomes boring**

OVERALL 64%

The ruthless Dr Kanaga is harvesting fields of poppies for the sole purpose of flooding the US with tons of free Heroin Once the populace is hooked he can control the entire American drug market by charging whatever price he likes

As agent 007 you must prevent Kanaga from doing this by destroying his Heroin processing plants. Unfortunately Kanaga has hidden the factories in remote parts of the Caribbean island San Monique – accessible only via narrow waterways

You guide James Bond's speedboat through the treacherous waterways as you undertake your mission to save the States Kanaga has littered the route with seemingly impassable obstacles mines rocks and gun emplacements He has also turned out his personal army – helicopters planes submarines and boats – to stop you



Helicopters come in friendly and hostile forms – mind where you're blasting – ST screen

My word is my name

Your speedboat is armed with a machine gun and missile launcher Ammo is no problem for the gun but the launcher only contains limited stocks of missiles fuel is another consideration Helpfully supply barrels containing both are dropped periodically by CIA planes – pick them up to aid your mission

As You progresses further into Kanaga's domain the waterways get increasingly more difficult to navigate Inexperienced spies may practise target shooting and navigation on one of three training levels before attempting the mission proper

Live and Let Die is another game in the *RoadBlasters* mould Other than speedboats there is nothing to link the game to the film whatsoever no voodoo element, car chases or hungry alligators Fans of *Overlander* and *RoadBlasters* may enjoy *Live and Let Die* and the three practise levels provide alternative waterways to explore for a while

Looks like a bit of target practice is required here – spies ain't what they used to be – Amstrad screen

OTHER FORMATS

Spectrum (Cassette £9.95, Diskette £12.99) and Amiga (£19.95) soon

> **"Inexperienced spies can practise target shooting and navigation"**

STRIKE BACK AT THE EMPIRE

R-TYPE II

Micro Media

The Bydo Empire thought it could relax following the carnage of the first R-Type wars In that conflict, Bydo forces were decimated by a lone spaceship The Empire's chance to recover was very short-lived, for with a blinding flash the R-9 spaceship returns Looking mean and armed to the teeth, it's intent on finishing the job it started

PC ENGINE
ROM Card: £

Featuring arcade-quality graphics and sound, this incredible shoot-'em up is only let down by its overwhelming difficulty – and the small and ultimately fiddly control pad doesn't help a lot (Micro Media are working to release a joystick for the Engine in the near future) The play area is slightly smaller than the coin-op, hence slight vertical scrolling comes into effect.

OVERALL 83%

Ignoring the social and political implications of total destruction the R-9 fighter progresses through each of the levels taking on and destroying bigger badder and graphically better enemies

End of level opponents of increasing toughness and unique attack patterns are confronted, a giant spaceship covered in sponge like asteroids and a monster nestling within alien bowels are two of the delights awaiting those deft enough to reach them

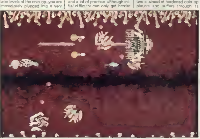
Tough stuff

Multiple weapons to collect include speed ups homing missiles bouncing lasers flamethrowers and a variable strength R-Type laser Nothing has been ommitted for this conversion those who ve played the coin op should recognise the attack patterns and perhaps survive longer than the TGM review team (thirty seconds!)

Because *R-Type II* features the later levels of the coin-op you are immediately plunged into a very difficult game Progress can only be made through perseverance and a lot of practise although initial difficulty can only get harder and ultimately bring frustration Unlike the original *R Type* part two is aimed at hardened coin op players and suffers through its difficulty

On the other hand if you re competent at arcade games don't have any second thoughts about *R-Type II* Why play the coin-op when you can experience the thrill of annihalating the Bydo Empire in the comfort of your own home?

The amorphous jelly of the end of level enemy a scene only reachable by our resident arcade expert Robin mad scientist Hogg



Even with the R Type device and side missiles the going is still very tough

PC ENGINE
ROM Card £24.99

Featuring arcade-quality graphics and sound, this incredible shoot 'em up is only let down by its overwhelming difficulty – the small and ultimately fiddly control pad doesn't help a lot (Micro Media are working to release a joystick for the Engine in the near future) The play area is slightly smaller than the coin-op, hence slight vertical scrolling comes into effect.

OVERALL 83%

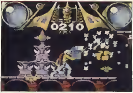
> **"Aimed at hardened coin-op players"**

ONE AXE STREAM TO ANOTHER

SAVAGE

Firebird

Advertisements for this game use a Firebird in-house hero a youthful Proclaimer lookalike transformed into an Arnold Schwarzenegger hunk in the space of two pages It wasn't a can of spinach which made this magical muscle metamorphosis possible, but a hefty joystick workout with *Savage*

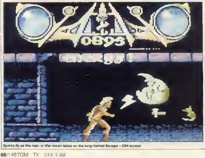


Remarkably colourful combat in part one of Savage – Spectrum

Savage certainly lives up to his name and the title of supreme fighting machine He has long flowing hair wears little clothing and wields a razor-sharp axe with wild fury And in this case who can blame him, for his beloved maiden has been captured by monstrous Guardians

The fight for freedom is spread through three distinct individually loaded stages The first takes place in a left/right-scrolling castle infested with demons bats giant spiders and many other vile creatures.

A stream of axes is fired to despatch them whereupon icons are often left behind These give bonus points extra weapons and replace energy lost. Large enemies requiring several hits to be killed appear at regular intervals through the stage



Sparks fly as the man in the-moon takes on the long-haired Savage – C64 screen

How mean was my valley

Once outside the castle Savage has to escape the surrounding area of death valley – a place filled with ghosts skulls and monoliths whose only purpose in death is to thwart his mission As Savage speeds along enemies approach in first person 3D perspective Spinning stars are thrown to eliminate vulnerable enemies but monoliths should be avoided

Partway across the valley Savage realises he was tricked and his maiden is actually back in the castle Returning there his way is barred by a locked entrance In his stead an eagle is sent forth to explore the multi-direction scrolling castle in search of the girl Not only are there foul monsters within but also booby traps poisonous water and sharp spikes Spitting fireballs as it goes magical energy for Savage is collected by the great bird of prey

Firebird have aimed for a piece of software as substantial as the heavily muscled schoolboy of the ads – seperate loads for each distinctive stage allow large detailed playing areas

The three stages are based on tried and tested designs with gameplay nicely balanced between playability and difficulty. Stages two and three may be played without entering a password leaving you to battle with only a single life but ensuring you see the whole lively package

"Seperate loads for each distinctive stage allow large, detailed playing areas"

COMMODORE 64/128
Cassette £9.99
Diskette £12 99

The introduction screen has some fantastic music, strewn with samples sequenced to produce a suitably energetic piece. In-game music spurs you on through atmospherically shaded backgrounds to worryingly fast 3-D Sprites are colourful, if indistinct at times, and the smoothly animated Savage is a little dull and blocky

OVERALL 74%

SPECTRUM 48/128
Cassette. £8 99

There is a tremendous amount of colour, for the Spectrum – Savage himself features four Clash is predictably present and the action is made sometimes indistinct due to the many detailed enemies. A single touch from a large enemy in stage one loses a life, and all assailants resist energy better than in the C64 game, making it more difficult to complete

OVERALL 72%

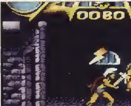
AMSTRAD CPC
Cassette £9 99
Diskette £14.99

Close to the C64 in stages two and three, this features the best looking first section Colourfully shaded characters lend an almost cartoon-like feel to gameplay A nice touch is the violent tremors of the castle floor when large monsters jump up and down The 3-D section is very colourful and slick – marginally the best 8-bit version

OVERALL 75%

OTHER FORMATS

Atari ST, Amiga and PC versions (all £19.99) should be ready before Christmas (1988)



A fat bouncing demon makes the very walls of the castle shudder – Amstrad screen

VERSION UPDATE

Rogue

FLYING SHARK

Firebird

Atari ST £24 99

IN near kamikaze fashion a lone fighter pilot sets off in an ancient biplane to take on the entire Japanese airforce Tanks anti aircraft guns battleships and squadrons of biplanes all fly in wait to end your mission

Survival isn't easy but with bonus weapons collected by shooting down squadrons of gold planes and a highly effective smart bomb to use the odds aren't all against you At least not for the first twenty seconds

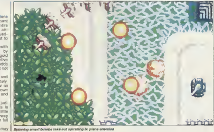
ST sound is not very good and each level is loaded seperately but everything else is as near as could be to the coin-op right down to attack patterns enemies and types of collectable weapon

The ever-so-slight screen judder as the backdrop scrolls is almost unnoticeable – you've little time to admire the scenery anyway as staying alive requires your full attention

Flying Shark's unoriginality may not find favour with everyone but if you're looking for the closest conversion yet of a simple but totally addictive coin op this is it

ATARI ST OVERALL 84%

SPECTRUM 48/128:
TGM003 83%
COMMODORE 64/128:
TGM003 74%
AMSTRAD CPC: TGM004 80%



Spinning smart bombs take out spiralling bi plane enemies

"ABSOLUTE CO

TIGER ROAD™ An ancient tale from ancient China ... birthplace of martial arts disciplines. As Lee Wong you must halt the savagery of ruthless Ryu Ken Oh by overcoming flying Ninja warriors, awesome dragons and acrobatic Sumo wrestlers to name but a few. You'll need all your martial arts training and skill with the spear, chains and sickle to seek out and defeat Ryu Ken Oh in a furious and bloody battle with the scourge of the Orient.

CBM 64/128 £9.99t £14.99d · Atari ST £19.99d · Spectrum 48/128K £8.99t £12.99d
Amiga £24.99d · (Tiger Road £19.99) · Amstrad CPC £9.99t £14.99d

OIN-OP POWER"

1943

1943™ At last, your chance to take part in the Battle of Midway. This sequel to the highly acclaimed '1942' places you at the controls of an American fighter plane. Your mission is to destroy the Japanese carrier Yamato. Exhilarating action!

STREET FIGHTER™ Travel around the globe and do battle with the best fighters that Japan, Thailand, USA, England and China can throw at you.

Screen shots from various systems.

CAPCOM

GIANTS OF THE VIDEO GAMES INDUSTRY

[illegible]

PLAYING A BOAT

OFF SHORE WARRIOR

Titus

Future Earth, inhabitents are bored with life and long for aggressive sport. Tension has been generated by the Extra-Terrestrial Pacifists, who control the planet and whose peace doctrine has ended all war and violence.

Off Shore Warriors formed to strike a blow – literally – for blood-thirsty humanity. The world's largest lakes become arenas where competitors steer powerful speedboats around courses marked by buoys and jagged rocks. The boats are armed with missiles to blow away anyone who gets too irritating.

You, after years of anticipation, have become a Warrior. A series of courses lie ahead and a number of fiersome opponents. Your only perogative – apart from staying alive – is to finish each race in either of the top two positions.

Water way to go

Off Shore Warrior uses standard racing game steering and speed control convention – plus fire to launch a potentially deadly missile. Only a limited number are available so they should be used sparingly. Contact with a rock or another boat destroys your craft, and valuable time is wasted as the reincarnated vessel gains speed.

Off Shore Warrior's simple, flat left/right tracks are uninteresting in these days of junctions and hills. Hitting a target is awkward as your boat fires missiles from alternate launchers on either side of the hull, making aiming often inaccurate.

With only buoys, rocks, and stupidly regular and parallel two-tone wave patterns, the feeling of movement is limited and courses soon become boring. For gamers who want simple fast blasting, *Off Shore Warrior* offers a few hours of fun.

ATARI ST
£19.99

Annoying hiss backs the title sample, but sound effects are clean. Close to the Amiga in graphic definition, the coloured bars which simulate movement move backwards when going at full speed – a mildly ridiculous spectacle in an intentionally direct game.

OVERALL 45%

AMIGA
£24.99

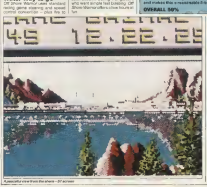
A colourful and well-drawn speedboat on the title screen is backed by a brilliant, funky, jazz, sampled tune which is a real treat for the ears. Its noiselessness is in common with the predictable samples of the game. Visually adequate stills introduce each course. Scenery and object graphics are colourful and cleanly defined but lacking in animation frames.

OVERALL 47%

AMSTRAD CPC
Cassette £9.99
Diskette £14.99

Almost as colourful as the popular 16-bits – graphics are highly detailed. The sound of the engine at full throttle is more annoying than on other formats, but is often unnoticeable due to the high speed at which the game moves. The pace increases playability and makes this a reasonable 8-bit conversion.

OVERALL 58%



A peaceful view from the shore – ST screen

PC
£24.99

The EGA was used on the title screen but not in the game, reducing it to the usual purple and blue of CGA. The 'waves' fade into the distance to give a feeling of depth (pun intended) but when you're moving they produce a strange rippling effect. Other than standard PC FX, the title tune, though distorted and faint, is at least sampled.

OVERALL 48%

OTHER FORMATS

Imminent Spectrum 48/128 (Cassette £9.99) and Commodore 64 (Cassette £9.99, Diskette £14.99) versions should cause few ripples.

> **"For gamers who want simple fast blasting,** Off Shore Warrior **offers a few hours of fun"**

WANDERING IN WONDER

TIMES OF LORE

MicroProse

Licensed by MicroProse **Origin** games are strategic in nature and, for role playing in the world of sword and sorcery, their *Ultima* series is second to none The seriousness and simplicity of presentation featured in the tales of Britannia have been given a facelift *Times Of Lore* is an icon-controlled arcade adventure with quality graphics and sound reaching a new **Origin** high

Tales tell of Albareth a Kingdom wrought with chaos until the arrival of the Eldens This over-seas tribe gradually gained the peoples respect and took control An Elden prince became High King of Albareth and ruled with the aid of three magical artifacts The Tablet of Truth the Foretelling Stones and the Medallion of Power However the Medallion may only be worn by one worthy of rulership a descendant of High King Strebor

A ten-year war was fought against invading Barbarians neither side gaining an advantage despite the Medallion's power Valwyn the High King negotiated with Heidric the Barbarian leader and agreed to give them the south-eastern town of Ganestor if the Barbarians were faithful to the throne

Eventually Valwyn grew weary of leadership and took the Medallion and his child to his distant homeland He left Danel, the Elden lord to rule and promised he would return in 20 years Meanwhile Elden lords who disagreed with Valwyn's decision to give the Barbarians the land launched an attack on them in Ganestor The high lords did not accept Danel's rule and fearing for his life he let the kingdom fall once again into chaos Criminals surfaced and orcs began to roam Albareth

Lonely as a cloud

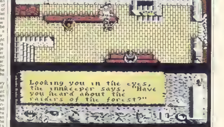
This is where you come in After some very attractive introductory screens you choose a character an armoured knight an agile Valkyrie or a heavily muscled barbarian You are then shown a plan view of yourself on the upper floor of the Frothing Slosh Tavern about to begin your quest to find Valwyn

While combat and movement are easily controlled by joystick other actions are made by using a panel of icons Objects are examined taken dropped used and offered Talk plays a major role in the game and requires the use of menus Chitchat is engaged in and questions about relevant subjects asked

Times Of Lore is made up of 13,000 screen locations which whilst only half a screen in height gives an idea of the huge playing area. As is common with such a statement, many areas are made from repeated graphic features with sprites wandering upon them – useful locations have to be tracked down

Combat is frequent and soon becomes a chore while the talk option is a good development from that used in *Ultima* and very important to the completion of the game

Though certainly above average *Times Of Lore* requires a lot of patience to make progress



Looking you in the eyes, the innkeeper says, "Have you heard about the raiders of the forest?"

Drinking already?! You've only just got up!

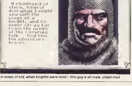
COMMODORE 64/128
Cassette £9 95
Diskette £14 95

Introductory screens feature some well-drawn stills backed by atmospheric pieces of music by Martin Galway During play, sound is reduced to a few quality spot effects and colourful background features become repetitive as they scroll jerkily by Sprites are a mixture of detailed and indistinct characters, but all have pleasant if unremarkable, animation

OVERALL 73%

OTHER FORMATS

Spectrum 48/128 and Amstrad CPC are imminent (Cassette £9 95 Diskette £14.95), with ST and Amiga formats to follow in January (£24 95)



A childhood of stern, honest discipline taught you well the ways of a knight, and to never stray far from the needs of the common folk And thus the adventure begins

In times of old, when knights were bold – this guy's all male chain mail

"Combat and movement are easily controlled by joystick, other actions are made by using a panel of icons"

CAPTAIN SILVER

Mastertronic

One-Mega cartridge £24.95

BASED on an obscure Data East coin op *Captain Silver* is set on the high seas when pirates ruled the waves and the currency was pieces of eight

As a lowly seaman with a nifty line in swordplay you're on the hunt for treasure – the long lost hoard of Captain Silver to be precise!

From the [illegible] beginnings of Bessend Town you set off with sword in hand to find the loot The town is a busy place and with prowling dears and killer cats to avoid there is no shortage of sword practice to indulge in When killed creatures leave letters behind collecting them to make the words CAPTAIN SILVER awards you an extra life

Fairies are also collected enabling you to throw stars at the enemy the more fairies collected the greater your fire power Stopping off at shops is a good idea if you want to buy more extras to help defeat the many enemies faced

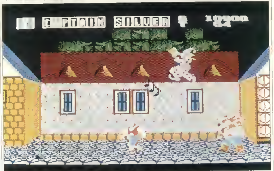
Moving from the town to a pirate ship you battle pirates collecting gold and letters as you go Captain Silver is on board, if you defeat him he melts away vowing to return

To the island next Here natives and falling coconuts are the enemy while swimming turtles are used to cross rivers

With the island safely behind you, the end is in sight The final scene is set inside Treasure Mountain with rocks to hop across flowers to avoid and your final opponent the ghost of Captain Silver

Captain Silver would have been better had it featured more levels However its simple gameplay attractive screens variety of creatures and typically Sega extra touches make what little there is to play quite enjoyable

OVERALL 49%



Swash buckling [illegible] Sega — an interesting experience for people who've never swashed their buckles before

GOLVELLIUS

Mastertronic

Two-Mega cartridge £24.95

IN an ancient land far away the evil Golvellius came forth and stole the fair princess Rena Never one to ignore a princess's cry for help Kelesis the brave warrior sets off for the dark valley to rescue her and defeat Golvellius

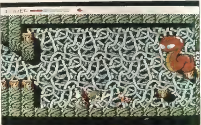
Opening with some hectic arcade action you control Kelesis as he runs through a cavern leaping across gaps and shooting creatures in an effort to reach the valley

Once there you find the valley to be made up many regions each of which requires puzzle solving to enable progress to the next The inhabitants are unfriendly bats worms scorpions and other creepy crawlies drain your energy on contact.

On the surface there isn't a lot to be seen or do bar hack at creatures with a sword and pick up the reward for doing so To get anywhere you uncover potholes in each screen down which lie characters with whom you may communicate.

Some of these friendly under

Worms a plenty on level one of this strangely titled arcade adventure



ground folk have equipment and extra abilities for sale, others offer advice which isn't always helpful. By piecing together clues given you gain access to a vertically scrolling cave. At the end of which you get a chance to tackle the great guardian. If you kill him the gateway to the next region opens.

The source of all your troubles, Golvellius, lies to the north several regions away. Only by collecting seven magic crystals can you open the final gateway and confront the vile creature.

First impressions are of a fairly mediocre game. Fortunately *Golvellius* places equal emphasis on hack 'n' slay and puzzles – a successful combination.

Each region is varied and features indigenous creatures. The differing scenarios and gradual increase in difficulty of puzzles helps retain interest. The inclusion of a password system aids long term appeal and the fractured English dialect spoken by the game's characters is entertaining – if for the wrong reasons.

Never mind the old ideas, formulas and presentation used by the game; bear *Golvellius* in mind if you want some brain teasing with your arcade action.

OVERALL 66%

DOUBLE DRAGON

Mastertronic

Two-Mega cartridge: £24.95

RELATIVES of Bruce the Dragons are brothers Billy and Jimmy Lee. They're mean men out to save their kidnapped girl from the clutches of a big bad gang of warriors. Beginning with a very tasteful scene where the gang leader abducts the girl, the brothers begin their rescue mission in a dark, unpleasant alleyway.

Much fist flying and face pummelling ensues as the two fighters move through each of four levels, tackling the gang's cronies along the way. A number of the ugly enemies are armed with clubs, knives, explosives and whips – all are eager to give you first hand experience of them.

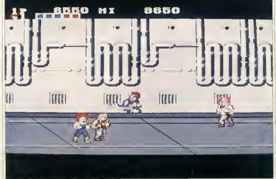
A swift flying kick to the head should make enemies drop their weapon, allowing you to pick it up and use. Boxes, boulders and barrels also serve as head-bashing weapons when picked up and thrown.

As the two brothers venture deeper into enemy territory the risks increase, with bottomless pits to avoid, water to leap over and BIG black warriors to fell.

Double Dragon's best feature is the dual player facility – a partner may join in any time. On the last level however, things aren't so easy as the continue play doesn't work for the final battle.

The problem of flickering sprites on the Sega has previously been a relatively minor one. *Double Dragon* changes that with its colossal amount of flicker. When characters move in front of one another things get very confused. Fortunately gameplay is simply terrific – playability makes *Double Dragon* one of the best Sega games yet.

OVERALL 81%



Amazing value: Two brawling Dragon fighters for the price of one and a bit

LORD OF THE SWORD

Mastertronic

Two-Mega cartridge: £24.95

LORD OF THE SWORD follows in the wake of the unsuccessful *Miracle Warriors* but features more action than adventure.

The land of Baljinya has fallen on troubled times: dark forces are at work and evil creatures prowl the countryside. As the warrior Landau you've been chosen to destroy the evil and save the land ... then take the rest of the day off!

The task is split into three missions: your first is to find the Tree of Marill, the second to defeat a band of goblins and finally to destroy the stone idol.

You are armed with bow and arrow, sword and a wealth of courage. Beginning in the town of Harfoot you are free to choose a direction to travel in.

With excellent parallax scrolling for company, you move around the land via horizontal trails. Evil creatures of very weird origins are out and about looking for heroes to eat. And with only one life of limited energy and several very nasty monsters to deal with, your quest could be very short. This difficulty level would destroy the game totally if it wasn t for the continue-play option

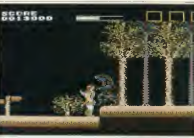
As you explore villagers pass on scant bits of information regarding your three missions plus other tasks you may partake in should you wish While these extra missions aren t important, the clues they unveil help towards completing your overall quest

To help you on your way a map of the land may be viewed while in towns However as it doesn t show your position, it s not much help

Standard Sega graphics fail to distinguish the game from many others, although there are some well defined enemies to see such as the floating eye and the boulder throwing tree A twee sound track tree plays throughout is bearable – just.

Lord of the Sword with its two dimensional movement and uninteresting gameplay doesn't prove a compelling game despite the moderate depth offered by mini-missions.

OVERALL 58%



Striking forward to free the kingdom of Landau from tyranny

LASER CRAZY

LASER SQUAD

Target Games

Laser Squad follows in the tradition of *Rebel Star* with action viewed through a window displaying a scrolling combat zone Nothing new, but *Laser Squad* moves away from conventional strategy games with its arcade style appearance and joystick control

You take command of a unit of future soldiers in three different scenarios all requiring your man to enter enemy territory on a do-or-die mission

Laser Squad features three scenarios and provision for equipping each soldier with any of four makes of armour nine types of weapon and seven accompanying types of ammunition With a limitation of 200 creds to purchase equipment and weight/burden factors to take into consideration make sure you get a squad equipped with everything before going in.

To begin you deploy five soldiers at selected points around the battle zone Each has a finite amount of action points which he uses up performing various actions Different tasks require a different amount of action points and once reduced to zero your soldier s turn is over

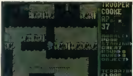
This may sound simple but many factors upset the equation Morale equipment weight, the complexity of tasks firing different weapons and the general health status agility and weapon skills of your soldiers all affect the number of action points available

Sneaky moves

Spot an enemy using the line-of-sight rule and you have the chance to fire everything you ve got at him Aimed snap and automatic fire is possible together with the throw option for grenades and explosives The graphic result of firing the weapon is shown as a laser bolt as it flies through each screen towards its target This *Star Wars* style of combat with laser bolts flying everywhere is one of the best parts of the game When the enemy starts firing nerves must be steeled as laser bolts miss by inches

Incorporating hidden movement and opportunity fire the enemy can prove devastating on higher levels using artificial intelligence and sheer firepower to win through The first player to reach 100 victory points wins the game

Through the combination of tactical play and arcade graphics *Laser Squad* certainly stands out from the rest. Graphics bring a new sense of realism to the game without sacrificing the strategy/tactical elements Play is satisfyingly complex across all levels and despite the limited scope of the three missions, future scenarios are catered for through an expansion facility



SPECTRUM 48/128
Cassette £9 95

Good detailed characters moving around high-resolution battle zones makes Laser Squad **one of the more attractive strategy games around Neat snippets of animation together with alarmingly fast laser bolts combine to add a professional touch to a great game.**

OVERALL 84%

OTHER FORMATS

C64 and Amstrad are planned for January (Cassette £9 95, Diskette £14 95) ST and Amiga should be available mid-1989, followed by PC (£24 95)

"Graphics bring a new sense of realism"

Top Quality 2nd Drives for the Amiga and Atari ST at low, low prices

Evesham Micros

- ✔ Full compatibility with all Atari ST models, Amiga 500 & Amiga 1000
- ✔ Top quality Citizen drive mechanism
- ✔ One megabyte unformatted capacity
- ✔ External plug in PSU (Atari ST)
- ✔ Throughport (Amiga)
- ✔ Very quiet
- ✔ Slimline design
- ✔ Colour matched to computer
- ✔ Long cable for location either side of computer
- ✔ Full 12 months guarantee

Don't forget - all prices shown include VAT and delivery

Good Low Price !

£89.95

including VAT and delivery

ATARI® 520STFM SUPER PACK

Includes STFM with 1MEG drive, 21 games with business software (worth over £450) & joystick.

Only £ 349.00

520 STFM with 1MEG internal drive fitted	£279.00
520 STFM 1MEG internal 3.5" drive upgrade kit inc. full instructions	£84.95
1040 STFM including TV modulator, Microsoft Write & "VIP Professional"	£419.00
1040 STFM machine & software as above, with mono monitor	£529.00
1040 STFM machine & software as above, including all extras as supplied with above 520 STFM Super Pack	£429.00
1040 STFM offer with super pack extras as above and mono monitor	[illegible]
Mega ST2 with mono monitor, "Microsoft Write" and "VIP Professional"	£849.00
Mega ST4 with mono monitor, "Microsoft Write" and "VIP Professional"	£1049.00
SLM804 laser printer, even better value at	[illegible]
SM124/5 mono monitor	£119.00
SC1224 colour monitor, good low price	£279.00
Mega File 30Mb hard disk	£539.00
Mega ST2 special offer package, includes Mega ST2, 2nd ext.3.5" drive, mono monitor, SLM804 laser printer, Microsoft Write, "Timeworks DTP", "VIP Professional" and 90 days on site maintenance all for only	£1795.00
Atari DTP system, includes Mega ST4, mono monitor, SLM804 laser printer, 30Mb hard disk drive, "Fleet Street Publisher" & 90 days on site maintenance	£2795.00
NEC 5.25" External floppy drive 360/720K inc. PSU inc. s/ware	£189.00
Pace Linnet Modem Pack inc. cable & Fastcom software	£179.00
Philips CM8833 colour monitor c/w ST lead	£229.00
Philips CM8852 as above, higher resolution	[illegible]

(Extra £10.00 discount on Philips monitors if bought with an ST)

All ST prices include mouse etc. PLUS 5 disks of software including wordprocessor, utilities, graphics, game and demos. Phone us now for a quote on any combination of hardware

PRINTERS

All prices include VAT, delivery and cable

star

We use and recommend Star printers since they offer an unbeatable combination of features, print quality, reliability and value. Make the sensible decision - get it right with a Star printer at our special all in prices.

Star LC10 best selling 144/36cps printer, 4 NLQ fonts, inc. 2 extra ribbons free	[illegible]
Star LC10 7-colour version of above printer, inc. 2 extra black ribbons	£259.00
Star LC24-10 feature-packed multifont 24 pin printer	£339.00
Star NB24 10 great value 24pin inc. cut sheet feeder + 2 extra ribbons	£499.00
Star NX 15 budget wide carriage printer	£329.00
Star NB24 15 wide carr. version of NB24-10 inc. cut sheet feeder	£649.00
NEC P2200 budget 24pin, great value 168/56 cps	£319.00
Amstrad DMP3160/3250DI good value 10" with serial/parallel interfaces	£189.00
Amstrad LC3500 24pin at low price	£329.00
Panasonic KXP1081 reliable budget 10" printer 120/24 cps	£169.00
Epson LX800 popular 10" 180/25 cps	£199.00
Epson LQ500 good 24pin printer 150/50 cps	£319.00
Citizen 120D good value 10" 120 cps	£139.00
Citizen 180E budget 10" carriage 150/30 cps	£169.00
Citizen HQP-45 bargain 24 pin wide carriage printer	£399.00

Sheet feeders available for most of the above printers - call us for details

3.5" Disks

10 bulk packed DS/DD 3.5" disks with labels, fully guaranteed	£11.95
25 bulk disks as above	£27.95
10 disks as above with plastic case	£13.95
25 disks as above with 40 capacity lockable storage unit	£34.95
Verbatim DS/DD disks, top quality media with lifetime guarantee, Box of 10 only	£19.95
SKC MF2DD DS/DD 3.5" disks, Box of 10	£17.95

SPECIAL OFFER AMIGA PACK

Our new special offer pack includes the following

- ★ Amiga 500 computer
- ★ TV Modulator
- ★ Mouse & Mouse mat
- ★ Joystick
- ★ Deluxe Paint
- ★ Karate Kid II
- ★ Sky Fighter
- ★ Grid Start
- ★ Demolition
- ★ Quiwi!
- ★ Black Shadow
- ★ Las Vegas
- ★ plus 5 disks of public domain s/ware

all this for only £399.00 !

The total retail value of extras supplied is £270.45

DOUBLE TAKE! PYE 15" FST TV/MONITOR (MODEL 1102)

Super quality stylish medium resolution FST colour TV/monitor to suit the ST or Amiga. Features full infra-red remote control, Euroconnector, Video/Audio input and headphone output connectors, 40 tuner presets, external aerial connector and a loop aerial. Supplied with cable (please state computer type when ordering)

SPECIAL OFFER ! £249.00

Includes VAT and computer connection and

DISECTOR ST

POWERFUL ATARI ST DISK UTILITIES

VERSION 4 NOW AVAILABLE

- ◆ **SOFTWARE BACKUP** with new turbo nibbler
  Version 4 incorporates a very fast and powerful menu-driven backup utility. Makes use of all available drives and memory
- ◆ **58 SOFTWARE BACKUP PARAMETERS**
  Parameters now includes 58 individual routines to backup and de-protect the toughest protection schemes
- ◆ **FAST BACKUP**
  Will backup a non-protected disk as quickly as possible using 'File Allocation Copy' techniques.
- ◆ **EXTERNAL DRIVE BOOT**
  Allows many programs to startup from drive B
- ◆ **ORGANISER ACCESSORY**
  New look Version 4 providing extremely useful disk management commands under one desktop-based accessory including FORMAT, RENAME, DELETE etc
- ◆ **EXTRA FORMAT**
  to maximise usable space on your disks - provides over 15% additional user storage space per disk!
- ◆ **RAMDISK** and **SET DATE/TIME** accessories.
- ◆ **plus UNDELETE, DISK ANALYSIS, UNFORMAT DISK SPEED CHECK** and much more !

Only £24.95 Existing users - upgrade your Disector ST disk for only £7.95

How to order from Evesham Micros

Phone us with your ACCESS or VISA card details on:
☎ 0386-765500

All prices include VAT and delivery. Next day delivery £5.00 extra.

Send cheque, Postal Order or ACCESS/VISA card details

Govt., educ. & PLC orders welcome
Same day despatch whenever possible
All goods subject to availability, E.&O.E.
Open to callers 6 days, 9.30-5.30

Evesham Micros Ltd
63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
✆ 0386-765500
fax 0386 765354
telex 333294

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564

FIVE FIST-FULLS OF

MOTOR MASSACRE

[illegible]

£9.99 £9.99 £7.99 £19.99 £14.99 £14.99 £12.99 £19.99

TECHNO COP

Step into the future... technology has overtaken society – the rich are richer, the poor are poorer – chaos, unrest, [illegible]... lawlessness reigns, terror rules. But this is [illegible], your assignment with death. These are [illegible] and you have volunteered to clean out the [illegible]

£9.99 £9.99 £7.99 £19.99 £19.99 £14.99 £14.99 £12.99 £10.99

Gremlin Graphics Software Ltd., Alpha House

DARK FUSION
[illegible]

BUTCHER HILL
[illegible]
£9.99 £14.99
£9.99 £14.99
£7.99 £12.99
£19.99 £19.99

ARTURA
[illegible]
£9.99 £14.99
£9.99 £14.99
£7.99 £12.99
£19.99

Carver Street, Sheffield S1 4FS. Tel: 0742 753423.

GRABBED BY THE TETROIDS

TETRA QUEST

Microdeal

The Olympic flame is about to be lit to herald the start of the first galactic games, when a messenger arrives with grave news. The legendary Phoenix Tablets have been stolen by the Tetroids, an evil race not invited to participate in the games.

Phoebus the Sun God delivers a challenge: whoever is brave enough to enter the Tetradome and recover the six tablets will have the power of Phoebus bestowed upon them as reward. The crowd goes quiet. Gulping back fear you step forward to accept the dangerous quest.

The tablets have been broken into 64 pieces, each hidden in a quadrant – made up of four screens. Before a piece is revealed four coins – one in each screen of a quadrant – must be collected in the correct order.

Screens are made up of a series of interconnecting lines which form the matrix upon which your Tetra Runner moves. Also moving along these line are aliens which don't take kindly to your presence. Fortunately they are despatched with a quick blast of your laser canon.

Shoot the odd alien

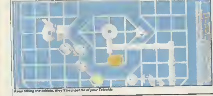
Amongst these aliens are several special creatures that behave oddly when shot: they leave an icon behind which affects your tetra runner, usually adversely. However, these creatures are worth more points when shot than are standard aliens.

It is quite easy to end up trapped out on a limb of the matrix with nothing to look forward too but a sticky end. However if you've accumulated enough points you can escape – at the expense of your score.

After every fourth level a password is generated. This is used to restart the game where your last life was lost – if you want to.

Tetra Quest is not easy and should take a while to complete. The aliens are really devious at times. All too often you find yourself stranded in a corner, surrounded by enemies with insufficient Phoenix power to get away.

Tetra Quest is repetitive though matrices alter with each quadrant, puzzles remain essentially the same.



Keep taking the tablets, they'll help get rid of your Tetroids

ATARI ST
£19.95

Graphics could have been more detailed, Tetra Quest looks like an 8- rather than 16-bit game. Certainly challenging, but there is little to keep you gripped for long.

OVERALL 61%

AMIGA
£19.95

Very similar to the Atari ST version with only sound improved

OVERALL 61%

OTHER FORMATS

No conversions planned as yet

VERSION UPDATE

British made

ULTIMA V

MicroProse

Commodore 64/128: Diskette £24.95

THE latest troubled episode in the history of the mythical world of Britannia was told and well received in TGM011. The retrieval of the powerful Codex of Ultimate Wisdom breached the surface of the land and linked it to the demon infested Underworld.

The portal to the Underworld was found and explored by a band of experienced fighters including the ruler Lord British. Only one returned, the remainder feared dead. Blackthorn became ruler and, corrupted by the hooded Shadowlords, grew tyrannical and banished noble men.

Summoned to this land to help you lead Iolo and Shamino – each with standard RPG variables – through scrolling plan view map screens to find Lord British.

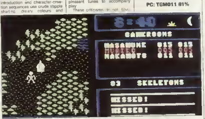
Combat and magic are important factors, the latter using ingredients and words to cast spells.

The C64 version plays identically to the PC original, other than the annoyingly-frequent disc access. The graphic style of the introduction and character-creation sequences use crude stipple shading, dreary colours and sloppy definition. Fortunately in game graphics are adequate although simple and lacking in colour. Sound effects are even worse than the PC's, but 128 owners have a range of fourteen mostly pleasant tunes to accompany play.

These criticisms do not, however, affect the value of this huge and compelling computer RPG.

COMMODORE 64/128: OVERALL 89%

PC: TGM011 91%



Facing undead attacks from skeletal Britains who make no bones about their intentions

ABOUT TO BE SATELLITE

SDI

Mediagenic

Reviewed on the Sega (under the title *Global Defense* - TGM005 81%) *SDI* takes you to the final frontier and World War III Missiles are flying and a solitary satellite is sent up to stop them before the USA goes up in smoke

Moving horizontally your satellite has nothing more than a single laser with which to destroy nukes Not a lot to show for the billions of dollars spent on the SDI project but it has to do The satellite can move around the screen or its gunsight may be locked on targets depending on which mouse button is held down A seemingly tricky dual control but one that is swift to master

Killer satellites drone ships and ever so-clever homing spacecraft float through the black ether also trying to destroy the world – contact with them is unsurprisingly fatal!

If any nuclear missiles make it past your umbrella of laser fire the satellite is taken to the defensive screen Here you're pitted against incoming warheads their destination – America. With little time to prevent disaster accuracy and speed are paramount Let too many missiles through and there'll be no more truth justice and the American way (who cheered?)

It's a war either way

If you keep a slick trigger finger and a cool head the USA should remain in one piece following the ballistic barrage No time to rest though as your satellite is taken to the next level with more enemy missiles to defeat and space junk to avoid

SDI would be a fine game if it had more depth The limited nature of the gameplay is heightened by the lack of the coin op's dual satellite option There is a certain pleasure to be had in progressing through each level and learning the attack patterns but there's an overall lack of excitement during play Sadly *SDI* is just a variation on the *Missile Command* theme and misses the mark in offering nothing more than passing interest

ATARI ST
£19.99

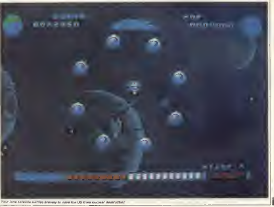
SDI **tries to hide its repetitive gameplay with superb graphics, a mixture of average tunes and professional presentation**

OVERALL 56%

OTHER FORMATS

***SDI* is available for Commodore 64/128, Amstrad CPC and Spectrum 48/128 (Cassette only) – Cassette £9.99, Diskette 14.99 An Amiga conversion is planned for early next year.**

> **"With little time to prevent disaster, accuracy and speed are paramount"**



Your lone satellite battles bravely to save the US from nuclear destruction

OCCULATION OCCUPATION

TOTAL ECLIPSE

Incentive

With *Driller* and *Dark Side* to their name Incentive have wallowed in success since the birth of Freescape With a 15% speed increase and more rooms (50 in all), the Freescape series looks set to reach even greater heights

The origins of *Total Eclipse* lie back in the mists of time when Egypt was a mighty nation and its rule was respected throughout the Mediterranean The people of the land tired of the many sacrifices made to their Sun God rebelled Their resistance resulted in a curse from the High Priest.

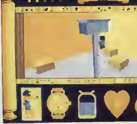
The curse wasn t a mild pestilence or shower of locusts, but centred around a massive pyramid with a shrine dedicated to the Sun God at its top If the sun was ever eclipsed the curse would cause the moon to explode – its remains bombarding Earth with deadly results Since then the curse has fortunately remained dormant

Bringing us to more modern times Oct 26 1930 you as an explorer are in the right place but unfortunately at the wrong time Two hours away from the end of the world the moon inches its way across the sky towards a total and very final eclipse

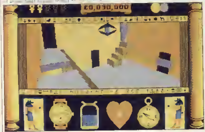
Beginning next to your trusty biplane entering the pyramid causes the claustrophobic world of an [illegible] Egypt [illegible] to through modern bey Freescape technology Sarcophaguses treasure chests stairways water troughs and other artefacts of ancient Egypt origin await your inspection Although treasure isn t the priority it doesn t hurt to pick some up along the way Collecting ankhs is similarly benefic al as they are keys to further locations

Peer amid the desert sands

For protection you are armed with a limitless ammunition pistol



Don t let the sun go down on you or your n bwig trouble Amstrad screen



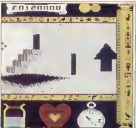
Using Freescape to escape the curse of the Egyptian high priest Amstrad CPC

Although there aren t many mummies or scarab beetles to be found in the pyramid the gun comes in handy for other things matching hieroglyphics when shot in sequence open doorways and treasure chests are shot open for the prizes within

Other than the impending doom of the planet you can die through dehydration (avoided by filling your water bottle from troughs) or suffering a heart attack (your heart beat increases should you be exposed to poison or fall from ledges) Resting calms the heart but time is always moving on – the total eclipse draws ever nearer

Played in real-time *Total Eclipse* shouldn't pose any immediate problems for veterans of the previous Freescape games. It follows the same pattern in style and use of commands but it s the puzzles which bring but the best in the game With its puzzle-orientated gameplay and down-to-earth setting the realism and sense of atmosphere are faultless

And puzzles aren t restricted to separate chambers but expand as



Puzzling over a strange pyramid room – note the lower glyphics Spectrum screen

you progress. A number of neighbouring rooms can make up one big puzzle and often hieroglyphics have to be matched to force open doorways to new regions. The presence of trip wires and pressure pads provide an unseen form of hazard and can lead to much tearing out of hair.

Total Eclipse is the best yet from Incentive. The puzzles, tricks and traps of an Egyptian tomb merged with the incredibly atmospheric 3D solid graphics of Freescape make it a magical experience – a program not to be missed.

SPECTRUM 48/128
Cassette £9.95
Diskette £14.95

Driller now looks positively slow in comparison with the latest in the Freescape series. As in Dark Side, the monochromatic design of each chamber adds immensely to atmosphere and creates a frighteningly realistic game as a result. This is heightened by the simple but highly effective sound of your heartbeat.

OVERALL 91%

AMSTRAD CPC
Cassette £9.95
Diskette £14.95

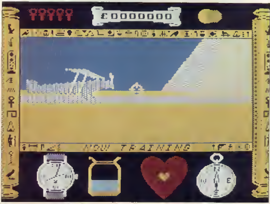
There is a slight, but nevertheless welcome, improvement in speed over previous Freescape releases. Sound effects and overall presentation are much the same. The light colours used create the perfect atmosphere for this type of game - more so than in Driller or Dark Side.

OVERALL 92%

OTHER FORMATS

A *Total Eclipse* is imminent on the Commodore 64/128 (Cassette £9.95, Diskette £12.95). Atari ST, Amiga and PC versions will follow next year.

> **"With its puzzle-orientated gameplay and down-to-earth setting, the realism and sense of atmosphere are faultless"**



I SPY WITH MY LITTLE PIECE

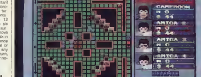
ESPIONAGE

Grandslam

Originally devised as a board game in 1984, *Espionage* was rereleased during the summer of '88 and subsequently converted to the small screen by Grandslam Entertainments. A game for one to four players, the objective is to become Master Spy – achieved by accumulating loot

At the centre of the playing area are four micro films containing vital information. All-important money is made by getting a microfilm back to your base or by terminating another player's agents.

Each player begins with 12 agents split into three groups: six courier, four secret and two surveillance. Courier agents move diagonally, secret agents sneak in any direction and surveillance agents move along horizontal or vertical lines. All may move any number of spaces on their turn, provided they don't travel over no-go areas on the board.



Cameron peeking out from behind his copy of the Sun to make a sneaky move – Amiga screen

As time goes, spy!

Terminating an agent is akin to jumping a piece in draughts. Provided there is a square just beyond your opponent in line with the direction you are travelling, you can jump over and hence terminate that piece. You may terminate several pieces in one go should the situation allow

Further features include agent exchange, sanction and détente. Exchange allows a player to swap the position of any two of his agents in a move similar to castling in *Chess*. This is extremely useful and can drastically alter the state of play

Sanction should only be used by experienced players. If an agent is in position to terminate an opposing agent and chooses not to do so, they can be sanctioned and consequently removed from the game

Détente occurs at the start of play. Each player moves their 12 agents to any position on the board regardless of normal movement patterns. During détente agents cannot be sanctioned or terminated

On loading *Espionage*, you are asked to define a series of game options. These include number of players, either human or computer controlled, a time limit for the whole game or individual moves and whether you wish to play with the sanction feature or not

Players status is shown to the right of the screen. Just below this is an options icon. The status box may be replaced by a menu featuring options to aid play. For example, Zoom gives a magnified view of a chosen section of the board, Pause freezes the game momentarily, Hint gets the computer to suggest a move and Quit finishes the game – the player with the most money is declared winner

Espionage may be tackled on two levels: each player trying to terminate as many of the others within a set time limit or as a full blown strategy game

It would have been nice if a skill level option had been included; as it stands it takes a lot of practise to match the computer. However, fans of strategy board games should enjoy *Espionage*

AMIGA
£19.95

Graphically there is very little one can do with a game like Espionage. The annoying tune which runs throughout play can thankfully be switched off to let you enjoy a fiendishly addictive game in peace

OVERALL 79%

COMMODORE 64/128
Cassette £9.95
Diskette £14.95

The slowest of the bunch – it takes an age to think about moves. Graphics and sound are not particularly outstanding but they don't detract from gameplay too much

OVERALL 72%

SPECTRUM 48/128
Cassette £8.95
Diskette £14.95

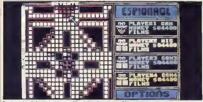
This implementation is very good as it operates at a reasonable speed. However, the computer didn't seem to play as expertly as on other machines

OVERALL 77%

OTHER FORMATS

Amstrad CPC (Cassette £8.95, Diskette £14.95), MSX (Cassette £8.95), PC 5¼ inch Diskette (£19.95), 3½ inch Diskette (£24.95) and Atari ST (£19.95) should all available shortly

> **"A fiendishly addictive game"**



Simple graphics, but a good conversion of the strategic board game – C64 screen

STALLONE

He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! RAMBO IS BACK!

RAMBO III

PECTRUM	COMMODORE	AMSTRAD
·95	9·95	9·95

ASSETTE

COMMODORE	AMSTRAD
14·95	

DISK

ocean

Ocean Software Limited
Central Street Manchester M2 5NS

Telephone 061 832 6633
Telex 669977 OCEANS G

ROB STEEL'S GETTING ADVENTUROUS

STEEL SHAVINGS

Psychadella is not a favourite mode of mine, and so it was with horror that I looked upon my adventure section in issue 12 of TGM. Rest assured that the graphics in *Fish!* do not actually look like this. In fact, would the real graphic please stand up!

To Anita of Magnetic Scrolls, Claire of Rainbird and you, may I apologise on behalf of the Newsfield film-planning department and suggest they leave the wild mushrooms alone.

As for this month, not one adventure has graced my desk! So to prove I'm not one to panic in a crisis, here is a look back on the adventures of '88 . . . No it's not a fill in . . . honest!

ROB STEEL'S ROUND UP

As the old year fades to the distance and a new one begins, I thought I'd light my pipe, don my slippers, snuggle down in front of a real fire and reflect on the adventures of 1988.

It was a good year for Activision/Mediagenic's adventure interest Sierra On Line Inc. Their program *Space Quest II* was released in February amid many a chuckle from reviewers and a staggering 85% from me. The sequel to *Space Quest I* (never!) it features the nefarious Sludge Vohaul and his attempt to kill off engineer Roger Wilko – played by you.

Humour and comical graphics abound and combine brilliantly with taxing puzzles and an alien atmosphere to make it deserving of the title *Adventure Of The Year* if I were awarding titles that is.

Not far behind come *Jinxter* (TGM**003** 92%) by Magnetic Scrolls and another Sierra title *Police Quest* (TGM**004** 92%).

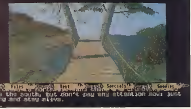
Jinxter has an unusual plot: the good fortune of your homeland is decreasing rapidly. Evil magicians are behind the phenomenon; your task is to find charms and a bracelet with which to send them back from whence they came.

Great graphics and good puzzles made up for the tongue-in-cheek scenario and the fact that you couldn't die in the game made it all the more enjoyable.

In *Police Quest* you are one of Lyttons finest and as such are expected to keep the streets safe for Joe Public. Should you prove yourself a good enough cop, you may get a job undercover – and with it the chance to thwart the dastardly doings of Death Angel, evil gang leader.

Cartoon like graphics and hilarious situations make *Police Quest* far from forgetable.

In the mid-summer desert of adventures *Legend Of The Sword*



to the south, but don't pay any attention now: just try and stay alive.
>_

Not any ordinary bridge this, it's a Magnetic scrolls creation, so anything can happen – Amiga screen

(TGM006 91%) appeared as if an oasis I grabbed it thirstily

Evil wizard Suzar is causing havoc You and your band of five men have been charged with finding a legendary sword and using it to destroy him.

Icon and text driven the graphics prose and puzzles combine to make a very enjoyable romp through adventuredom

That was the year that was

Fish! is next not usually my favourite dish but Magnetic Scrolls served it up wonderfully Again featuring an unusual plot it has you as a member of the department of Inter Dimensional espionage You and your kind are capable of warping – an exercise whereby you change your physical form and travel through time

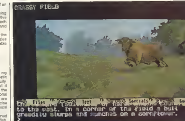
While taking a well earned holiday in the guise of a goldfish you discover yet another plan by the evil syndicate the Seven Deadly Fins to take over the world Only you can stop them

The odd scenario soon settles down to include more conventional locations and puzzles and the very pretty graphics add a certain something

Where's Infocom I hear you cry Right here

The *Zork* trilogy has kept adventurers happy for many hours and is probably Infocom's best known scenario Perhaps trying to maintain this success they produced *Beyond Zork* (TGM006 87%), an adventure with a little role playing sprinkled on top

The Kingdom of Quendor is in trouble the Enchanter's guild is in ruins and the village lies abandoned – it is your task to find out why Updating maps



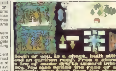
to the east. In a corner of the field a bull greedily slurps and munches on a cornflower.
>

windows character att[illegible] possessions are all displayed on screen – innovations for Infocoms games Fortunately for those hardened adventurers they include the option to play the game in the more traditional way

Icon driven adventures were becoming more popular and Mirrorsoft released *Shadowgate* (TGM004 87%) to a waiting market

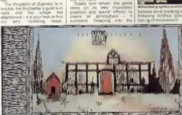
You are the last of an ancient line of kings and as such must enter the foreboding fortress of Shadowgate and confront the evil warlock Failure results in him raising the Behemoth and taking over the world

Totally icon driven the game relies on its very impressive graphics and sound effects to create an atmosphere – it succeeds Creeping into the fortress amid creaking doors and flickering torches give a great feeling of involvement



South of you, is a shack, built with log walls and an earthen roof. From a stone chimney a line of smoke drifts upward into the sky. You also notice the face of a man suddenly draw back from the shack's window. While looking cautiously around you hear a faint creaking from beyond the branches above you.

Attractive graphics and brilliant gameplay



gnorthwest. Ingrid could see some prickly brambles.
What gnow? n
Ingrid went gnorth and was outside the witch's cottage. The road went through the gate here and a high fence stretched all around the cottage. Exits led gnortheast, east, south, southeast, southwest, west, gnorthwest and inside.
Ingrid could see a wooden gate, a painted sign and some statues of stone or concrete.
What gnow?

Lovely graphics and loads of text try unsuccessfully to hide an awful plot – ST screen

But oh how the mighty fall

Level released *Gnome Ranger* (TGM002 45%) to some acclaim from all it seems except myself Ingrid Bottomlow and her quest to return home did very little for me She could stay in the strange and wonderful land to which she's been accidently banished for all I cared

The graphics and technical expertise involved in its creation were very good but the plot was not hence the low mark

Surprisingly Infocom also released a loser *Nord And Bert Couldn't Make Head Or Tail Of It* (TGM003 41%) It is a collection of eight stones which involve the use of puns and wordplay to create and solve puzzles In truth it becomes merely a question of experimenting with words and is quite boring

Next year we have *Infocom's Tale Spin* (adventure creator from Microdeal) and hopefully some *STAC* created games to look forward

Whatever happens I hope the number and overall quality of both 8- and 16-bit adventures will be better than those of 88

CONFRONTATION: COIN-OP

When he's not playing *R-Type 2* on the office PC Engine, Robin Hogg is out tasting the real thing in arcades around the UK. Will he become hopelessly addicted to *Ghouls 'n' Ghosts*, *New Zealand Story* and *Gang Busters*, or will the curse of empty pockets force him to return?

SLOT NEWS

GOOD news for Nintendo owners. Tengen, the software division of Atari Games, have set up a separate entity unit called **Tengen Japan**, their concerns being the development of Nintendo software alongside coin-op games. Tengen have been responsible for producing many an Atari classic of modern times; the more recent games include the superb *Toobin'*, *Xybots* and *A.P.B.* Let's hope some of the magic of their coin-ops is captured in the games for the Japanese console.

Continuing in the Atari vein, **Atari** have recently unveiled not only a new game but a new idea in video game presentation as well. The game is called *Cyberball* and if you can imagine the rough and tough play of American football coupled with a future setting and robotic players then you're halfway there. The game is played with up to four players around the cabinet, the two player version having players next to each other rather than opposite. Team play and singular player action are catered for and the game looks set to be a winner – with a very original idea and Atari's quality touch when it comes to game-creation it should do well.

THE NEW ZEALAND STORY

Taito

When coin-op manufacturers start producing games about Kiwis you know that it's either a very clever marketing ploy designed to cash in on the cute success of games like *Bubble Bobble*, or someone high up in the company is off their trolley. *New Zealand Story* is the said game and it doesn't look as if anyone at Taito is mad.

No futuristic world or primitive land at the dawn of time setting for this game. *The New Zealand Story* takes us Down Under to the isles off Aussie country where Maoris live and geysers gush – New Zealand. It is here that the Kiwis live in harmony, at least they *did* live in harmony until the big, bad and blue leopard seal of the North Island came along and spirited away all but one of them. A time for action if ever there was one.

Being the flightless bird that he is (a hesitant guess would make the cute featherball a 'him') Tiki would seem to be in it deep right from the start. On each level of the game Tiki's prime, or rather only, objective is to rescue his caged Kiwi friend locked away as far away as possible. Tiki, brave little soul that he is, risks life, limb and feathers to get through to and release his mate. The baddies to keep away from are often very cute to look at (such as a cat and deadly snails) and lull the player into a false sense of security. Poor Tiki can wind up paranoid very quickly in this game!

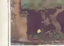
Avoiding cute but ultimately deadly enemies is the name of the game and weapons can be collected, baddies leapt over and more to help in the rescue attempt. The action is familiar and has all the same charm and style of play as *Super Mario Brothers*, *Bubble Bobble* and the like. Playability of course is the game's selling point and *The New Zealand Story* has more than enough of it.

When I first saw *TNZS* it was tucked away in the corner of the arcade while big title coin-ops such as *Operation Wolf* and *AfterBurner* occupied centre stage. This may have been a one-off but I doubt it; the game may not get the success it deserves thanks to the overly cute presentation and gameplay. Mind you, if *Bubble Bobble* can surface as one of the most playable (and played) coin-ops ever then there's hope for *The New Zealand Story* yet.

GHOSTS 'N' GHOULS

Capcom
(Preview)

Using the new CP system technology the follow-up to *Ghosts 'n Goblins* is an outstanding game and a major change from the original title. With little more than the style of gameplay and the knight himself to bring back memories of part one – *Ghouls 'N Ghosts* is simply superb to look at


A heavily armoured demon giving our tin-suited hero a tough time

– with the new technology and graphic techniques first hinted at in *Forgotten Worlds* coming to light in all their glory.

Now a king, Arthur the brave is having troubel with his beloved princess who's got herself captured again. With three years of plotting to draw on the baddies have cooked up some real mean beties and opponents to face.

Not only are there six types of weapon to use but sorcery as well. Using the gradual build-up method made popular in *R Type* the sorcery is not only spectacular on the eyes but spectacular in his devastation. Arthur leaps platforms, climbs ladders, defeats mega baddies (take a look at the

Lancing a monster to make a path through the platforms of the horned mountain

Devil of Darkness to see how mega they can get) and creates havoc on each level with all the appeal of nut earlier days.

All the frenetic action of *Ghosts 'n Goblins* is here (but with much trickier sections to pass and harder opponents to defeat). *Ghouls 'n Ghosts* is a considerably stronger title than nearly all other Capcom games so far. The graphics have to be seen to be believed and the thoroughly addictive gameplay should see the crowds flooding into the arcades. Capcom have got it made for 1989.

GANG BUSTERS

Konami

Following *The Main Event* Konami seem to be going slightly astray with their coin ops. *Thundercroes* isn't the most awesome of machines to grace the UK arcades recently and *Hot Chase* may not survive the battle with Sega's *Power Drift* and Taito's *Chase HQ*. Even the *Nemesis* series is beginning to look a little worn.

The same thing can be said of their latest machine *Gang Busters*. Two cops (with an air of Laurel and Hardy about them) are out on the beat in Crimeeville USA – the toughest patch of city ground around. This is a relatively new concept in coin ops but an original idea can't lift the game from its lacklustre *Commando*-type gameplay.

Crooks are wandering free in the city and one or two of the city's finest are on patrol to stop them. Criminals, very petty crooks, muggers and other citizens on the wrong side of the law persist in trying to see off the two lawmen but a burst from a gun should convince them otherwise. Aside from moving through to new levels the objective is to arrest the crooks carrying bags of swag around, collect and deposit them in a police wagon to gain extra weapons.

The action takes place down by the docks, through city streets and other screens which aren't particularly brilliant choices for backdrops. While graphically adequate the game does have some humourous touches. If you want a really entertaining police game go for Atari's *A P B*. If you're looking for a remix of an old idea this may be worth a go.

I can see why *Commando* games still appeal in this day and age but they do need that extra something to survive. With *Gang Busters* there isn't enough to provide anything more than mediocre satisfaction. The addition of a dual player mode and horizontal scrolling help but the game is a loser to begin with. In a word disappointing.

ROBOCOP

Data East
(Preview)

Ocean have the rights to *RoboCop* the computer game well tied up and with the film aiming to be permanently but on hire at your local video shop over the Christmas period Data East couldn't have timed the release of their coin-op conversion batter.

Set in Delta City *RoboCop* features a metallic Judge Dredd patrolling the streets, dealing out death to those he feels deserving.

The *Dragon Ninja* influence is prominent throughout play as the main character moves against a backdrop of horizontally scrolling ruined buildings, dark alleyways and grimy streets.

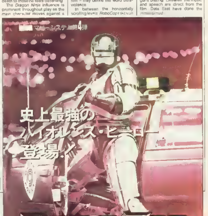
If you've seen the movie, you'll recognise a lot of the scenes, the garage, drug factory and even the OmniConsumer Products central building. With Data East's graphic prowess used to the full the visual impression is stunning.

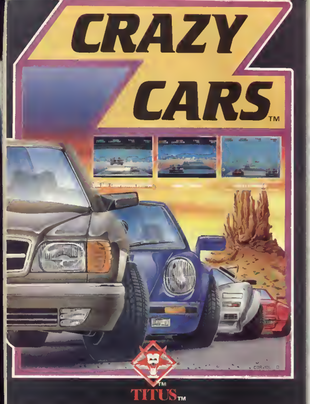
Collectable extra weapons improve the cyber-cop's firepower against chainsaw wielding, knife-throwing, motorbike-riding criminals. While this is hardly a new idea the more powerful weapons prove as devastating as they seemed in the film – they define the word ultra-violence.

In between the horizontally scrolling levels *RoboCop* takes on a mugger who uses a woman hostage as a shield and practises his aim at the 3-D gunnery range. These sections add life to what could otherwise be a repetitive game.

The confrontation with ED-209 is a real sight to see as the comparatively miniscule RoboCop takes on the massive droid in true player vs-mothership style.

If you enjoyed the movie (and there aren't many who didn't) you'll be enthralled by the coin op. The front end is simply superb with the shadowy figure of RoboCop fading in and out accompanied by guns blazing. Likewise the music and speech are direct from the film. Data East have done the impossible!


4弾
史上最強の
バイオレンス・ヒーロー
登場!



Mail order cheque/PO to: Entertainment International Ltd, 4 The Stannetts, Laindon North Trade Centre, Basildon, Essex SS15 6DJ

© TITUS 1988 - CRAZY CARS, TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS SOFTWARE CORP.
IBM, ATARI ST AND AMIGA ARE REGISTERED TRADEMARKS OF INTERNATIONAL BUSINESS MACHINES, ATARI INC AND COMMODORE AMIGA RESPECTIVELY.

ROBIN HOGG'S PLAYING TIPS

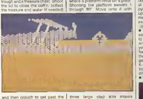
YOUR GUIDE TO BETTER GAMING

We kick off with Incentive's latest Freescape wonder which can't be beaten for depth and has left me burning the midnight oil of many an occasion. We start with a guided tour of the pyramid before moving on to some general play tips.

★ TOTAL ECLIPSE
(All formats)

To get you into the game, here's a brief tour of first few chambers of the pyramid. For the tour the rooms have been abbreviated to H=HORAKHTY P= PHARAOHS N= NEPHTHYS K= KHEPRESH thus K E is Khepresh-E, N-E is Nephthys E and so on.

- Collect the ankh on board the aircraft and enter the pyramid. Collect water from the trough in the first entry chamber (H A) and wrench the ankh from the wall. In H-B shoot the small cube to bring down the stairs which allows access to H-G. Inside H-G is a poison arrow firing coffin, a water trough and a treasure chest. Shoot the lid to close the coffin, collect the treasure and water (if needed) and then crouch to get past the barrier blocking the left-hand door. In H-D shoot the barrier several times to remove it and then leave via the western door up the stairs (the east door is blocked to begin with).



- In H-C you can take a paddle in the pool, shoot the arrow and go through the Northern door (the thin one). In K-E you'll be confronted by a coffin on the ground and treasure next to it – don't be greedy and walk forward as it puts the coffin upright and starts firing. Instead turn right and go up the steps.
- The next room (K-F) is filled to the brim with poisonous gases so move through it as quick as possible. The room itself is deviously designed with the far wall having an unseen gap. To get through head for the north east corner then turn east and head to the wall, now turn north, go forward and then turn west and you should see the door out of the room.

After leaving the room take a rest to calm your beating heart in room K-C. Move around the edge of the chamber to the west door and through into K B. Choose the left hand door and go down the steps and get the treasure from room K E. Go back to K B and through the west door to arrive in the throne room (K A). Here you can observe the bird glyph on the wall and sit on the throne which will tip you back into N C and a new set of chambers.

Turning right in this room takes the explorer into a chamber (N-E) where a platform rests on a pivot. Shooting the platform swivels it through 90°. Move onto it with three large step size moves followed by three small size step moves and you should be facing the east door, now shoot the platform below you and it should turn round allowing you to leave the room and enter chamber N-F. Here just shoot the block next to the bird glyph and the fixed barrier ahead of you will disappear.

Alternatively going left from chamber N-F takes the player into N A. Move fast through this room (to lessen the damage from the poison dart firing coffin sitting on the stairs) and take the right hand stairs out. In the next room N-B turn right, move round the corner

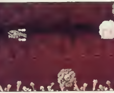
and [illegible] I'll leave it at that as Ian Andrews may not be too happy if I carry on!

- There is an entrance round the other side of the pyramid although it doesn't go very far inside and a beginner shouldn't bother with it.
- Don't forget that the final objective of the shrine chamber is at a height of 72 cubits within the pyramid. Although progression upwards is the ultimate objective many of the puzzles require the explorer to move downwards to complete them.
- Ankhs are the keys to success so collect them wherever they are to be seen. A key is found in the aircraft at the start, another in H J, yet another in H E and one more for luck hanging by a string from the ceiling in P F – shoot it down to get it. Another Ankh further on is in K-E (24c but it is down at the bottom of the chamber and difficult to get at).
- Move up to the wall in H H and it [illegible] away (the [illegible] is stopping at the wall give this one away).
- In H I shoot the pole several times to bring down the treasure chest it is holding up.
- Shoot the eyes in H C and H E to make a match which unblocks the western door at the top of the stair (subsequently leading to P F).

★ R-TYPE II
(PC Engine)

Not much of a tip for this near perfect rendition of the coin-op other than:

- Play the coin-op to gain experience, and
- Kill the first two lizard type creatures and *don't* shoot the rest. Even in death the lizards are lethal and cause more trouble than they're worth since their bodies explode throwing bits everywhere. Go for the smaller bullet firing homing aliens instead.



☆ DRUNKEN MASTER

(PC Engine)

■ For the first four end-level opponents a continuous volley of punches should do the trick with a kick or two to keep your console opponent guessing Anyone know how to get past the fifth opponent?

■ Flying fireballs can be extinguished with a crouching punch From the fourth level onwards the flying saucers (not the UFO type the crockery type!) break open if left to their own devices – to get rid of them quickly move forward and do a high punch

☆ FERNANDEZ MUST DIE

(ST/Amiga)

■ To get loads of soldiers (an infinite number in fact) start the game pause it and type in **SPINYNORMAN** (no space) then restart the game Fernandez is now dead!

☆ R C. PRO-AM

(Nintendo)

■ When you get a game written by Rare you know it's something really special For those of you getting to grips with it (or not as the case may be) a game like this deserves tips so here they are

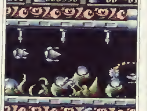
■ Don't bother going for the letters making up **NINTENDO** if they're out of your way The computer controlled drone cars can catch up and overtake you extremely quickly

■ In races with only a few laps your only option is to go flat out Lose your position in a short race and you'll find it difficult to catch up unless you've got some weapons on board

■ Go for the roll cages and missiles first. Backward-firing bombs don't help much if you're in last place

■ Remember the layout of the tracks and the positions of zippers roll cages and the other items – use them to full effect as the other drone cars won't hesitate to use them either

■ If the race is going badly and you're in last position with under a lap to go use up as many missiles and bombs on the enemy (providing you can catch up with them) it doesn't matter if you come third (unless you're a perfectionist) as long as you get through to the next race that's all that matters



☆ CYBERNOID

(ST/AMIGA)

A mega shoot-em-up if ever there was one To totally beat the aliens into submission and get you in the mood for the forthcoming *Cybernoid 2* from Hewson try this infinite lives cheat

■ On the title screen press the Space Bar type in **RAISTLIN** and press the Space Bar once more for luck. Voila – infinite Cybernoid ships

☆ CYBERNOID 2

(Spectrum/C64)

An old cheat but one that's been floating around the office looking lonely so here we are

■ On the Spectrum type in **YGRO** on the redefine keys screen on the same screen on the C64 type in **ORGY** (the other way round wouldn't you know)

☆ CAPTAIN BLOOD

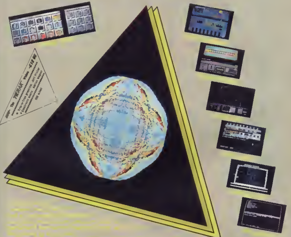
(All formats)

■ When you encounter a particularly friendly alien ask it the following question using the alien icons **CODE GG 1** The alien will then give you the co ordinates of another alien called GG Go to the specified planet and you can then ask GG for the co-ordinates of all the other aliens around by asking **CODE INFORMATION HELP** If you're met with blind ignorance then put in the name of an alien after the HELP

Right that's all you're getting this month Send those tips maps and cheats for all the latest games to PLAYING TIPS at the usual address **THE GAMES MACHINE** ***PO Box 10 Ludlow, Shropshire SY8 1DB*** **£40 worth of software of your choice could be yours for the price of a stamp Now that's** ***got*** **to be worth a effort.**

Trip-A-Tron

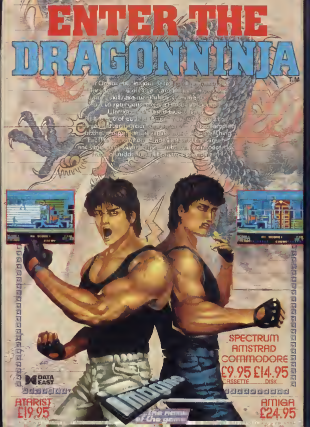
LIGHT SYNTHESISER


Also: The 'HERAK' Video £12.95
• Trip-a-Tron graphics: Jeff Minter
• Electronic music: Adrian Wagner
the mind

[illegible]

LLAMASOFT

[illegible]


ENTER THE DRAGONNINJA

T.M

SPECTRUM
AMSTRAD
COMMODORE
£9.95 CASSETTE £14.95 DISK

ATARI ST £19.95

AMIGA £24.95

DATA EAST

imagine
the name of the game

Lurking horrors

CTHULHU BY GASLIGHT

Roleplaying Supplement
Chaosium, £11.95

Jack the Ripper is only one of the [illegible] streets of 1890's London. The folk of this bustling Victorian metropolis, heart of the mighty British Empire, hurry about their daily business knowing nothing of the sinister horrors that are at work in the [illegible] and [illegible] alleys. Dare you [illegible] to delve further into these dark secrets and perhaps to cross paths with the [illegible] minions of Great Cthulhu itself? [illegible] the chill of midnight [illegible] on your trusty service revolver, read on...

[illegible]

background section gives a quick outline of the world political situation of the era, with thumbnail biographies of leading figures such as Sir Richard Francis Burton, Benjamin Disraeli and Sir Henry Irving; important London locations such as New Scotland Yard and the Records Office, and a map of the British Museum – a treasure house for investigators of the paranormal. Further background detail includes a description of the criminal underworld and occult societies of the age, means of transport and a price list of dozens of common and not-so-common items.

Next come a number of suggestions for means of time travel to incorporate within a Cthulu campaign – very useful for transporting characters from existing 1920's adventures into the 1890's setting. The remaining pages are taken up by *The Yorkshire Horrors*, a complete 1890's adventure featuring the great Sherlock Holmes himself, his arch-adversary Moriarty, dark deeds in the wilds of Yorkshire and some wonderfully nasty rat creatures.

Author William Barton has done a great job of transposing the [illegible]

[illegible]

The [illegible] athletes from all [illegible] Earth culminate in [illegible]ships. For it is [illegible] of the World's [illegible] gathered for a [illegible] opportunity to [illegible] coveted [illegible].

Now Epyx offers you the chance to compete with the World's best

In eight disciplines that will test your courage and prowess to the absolute limit!

You must be graceful and quick. You'll require deadly accuracy and nerves of steel. You'll need strength, stamina, artistic, and physical skills. And above all else you'll need the will and determination to be a winner!

The quest for gold has begun! Eight thrilling and testing events stand between you and the pinnacle of sporting fame! On the track combine speed, strength and rhythm in the [illegible] HURDLES. Now engage in a spectacular test of sheer human power as you compete for the longest distance in the HAMMER THROW. Then reach for the sky in the POLE VAULT. Stretch to clear that near impossible bar!

Catch your breath. We're off to the Gymnastics hall and the RINGS. A unique discipline in which supreme control and strength are paramount. And then there's the spectacular UNEVEN PARALLEL BARS, the blue riband event.

VELODROME SPRINT CYCLING will see you locked in a tough physical and psychological battle. And then perhaps the most nerve jangling event of all — SPRINGBOARD DIVING. You'll really need to psych yourself up for this one!

Finally ARCHERY. Cool. Your eye must be accurate and your arm steady. Will yours see you through to yet another medal?

[illegible] concept, graphics and [illegible] Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX.

- Eight testing events
- Open & Closing Ceremonies
- Multiple player option or compete against the computer

Available now for:
CBM64/128 • IBM PC & Compatibles

Available soon for:
Amstrad CPC • Amiga • Atari ST • Spectrum 48/128k, +2, +3

PLAY IT AGAIN!

S-s-s-**samplers** are the ultimate micro musician's tool – and they usually have ultimate prices. But now one of the best is available on the ST for under £80. Jon Bates takes notes

Like the Volkswagen Beetle Microdeal's *Replay* has undergone many upgrades and changes. But version 4 is a superlative ST sampling package – more a Jag than a Beetle – outstripping all the earlier versions and definitely worth more than a quick look at £79.95. Besides software it includes hardware that fits into the ST's left hand cartridge slot, providing in and out phono sockets for audio connections.

Loading the new *Replay* gets you the main screen. Across the top half of the screen is a line that will turn itself into graphic representation of the sampled sound; you then chop up the sound using two vertical cursor lines to select the area to work on. The edit window is also used for showing a few other functions such as SCOPE, SPECTRUM and the list of samples in the memory.

You set the sampling rate (5-50kHz) from the menu bar and also choose where you want the sound to be played back. *Replay* won't allow you to choose a high sampling rate if the sound is to come through the monitor speaker – but you wouldn't want to hear it through the monitor anyway as it's really tinny.

You can also set the trigger sensitivity so that *Replay* will only start to sample above a certain input volume level – useful when working with noisy sound sources like old tapes or records. It means you don't waste chunks of memory recording hiss and crackle.

Get through these options, play a James Brown tape (asy) into the hardware using the phono-in socket and press the S key (or, if you're using a mouse, click on SAMPLE). On the 1040 STFM at a rate of 20kHz I found it could take about 45 seconds of music, which isn't bad going – and certainly enough to manufacture several chart hits.

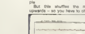
Editing in detail

The whole of the sample is shown in the edit window and now it's down to editing. Move the cursors to the part of the sound you want to concentrate on and click on MAGNIFY. Now the whole screen is filled with the selected sample and you can repeat the process of zooming in on areas of sound and magnifying them.

Using this process, areas of sound can be magnified up to 600 times their original onscreen size – ample for cutting out unwanted bits.

Editing itself has several options. You can clear a section marked by the cursors, leaving it blank or bringing in a block from another part of the sample.

But this shuffles the memory upwards – so you have to check to see if there's anything important at the end of the whole sample, or you'll lose it as it falls off the end of the memory, so to speak.

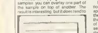


Any part of the sample can of course be reversed – in this mode James Brown does a passing impersonation of a Soviet newscaster. BLOCK means that anything between the cursors is kept to be copied anywhere. If you press INSERT twice, the block will insert itself twice – this is how the n-n-n- sound in Paul

Hardcastle's *19* is done.

There doesn't appear to be any way you can move a part of the sample – that is, cut it out completely and paste it elsewhere. Instead you have to go back to the original of the copied block and delete it. The system isn't very helpful when memory is limited.

Instead of copying chunks of the samples you can overlay one part of the sample on top of another. The result is interesting but it does tend to muffle both samples and knock the overall volume of each sample section by half. There's also a fade-in and fade-out option for any part of any sample, you can set the length of the fade.



To set the input volume you have SCOPE which provides a visual display of the input signal. The trick is to set the level on your sound source so it just touches the upper and lower edges of the edit window.

Not so useful is the SPECTRUM feature which gives a jolly moving visual display of the harmonics of the input sound. Pretty, but then again pretty useless.

MIDI relations

One interesting thing about *Replay* version 4 is that it responds to MIDI – not fully, but enough to make it a useful extension to a home studio set up.

Any sample can be played back from a MIDI keyboard in the pitch of the key depressed. The sad thing is that the sample doesn't stop playing when you take your finger off the key; the program is not set to respond to MIDI note-off information.

It doesn't respond to pitch bend or touch-sensitivity either, though even if it did you'd need more than one processor to cope with all that information.

Replay can store up to ten samples at any one time, set to trigger from a particular MIDI note – depressing the note on a MIDI keyboard plays the sample. If you haven't got a MIDI keyboard to hand you can use the ST's function keys the same way.

Fixing samples to notes or the function keys causes a library overlay to appear over the edit window listing the samples, the names you've given them and the memory used. One word of warning here: when you save a sample to disk *Replay* only saves the data shown on the edit screen. This is not explained in the manual.

Samples and MIDI set keys can be saved individually or as a set.

Quietly amazing

Overall, *Replay* version 4 is pretty quiet in operation, and considering that it processes the samples in 8-bit chunks it's pretty amazing. Apart from a few minor quibbles, and they *are* minor, I'd say it's worthwhile for any ST user.

While it doesn't have all the features of a professional £3,000 sampler, *Replay* has enormous advantages: it's very visual and easy to understand and use, and gives a decent sound.

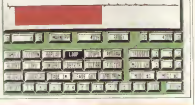
And as if this weren't enough, the disk includes a digital drum-kit system with full sequencing and sampling features, plus a good sound-effects program.

Programmers will be pleased that the manual contains full technical details of the memory addresses and the sample data format, and the disk also contains a BASIC folder so that samples can be played back via BASIC programs – inserted into games etc.

Replay version 4 is a definite winner at £79.95 – try it now.

Microdeal, *PO Box 68, St Austell, Cornwall PL25 4YB* ☎ (0726) 68020

"James Brown played backwards sounds like a Soviet newscaster"



INSIDE SAMPLING

We all dimly remember n-n-n-nineteen blurting out of our loudspeakers a few years back. That spawned a whole rash of records that had part of a word repeated, and the overexposed acid house genre also uses sampling about 90% of the time – musicians sample from other records and put together a collage of the best to create a new track.

The results can be interesting but are often boring. Like any other music technology, sampling is only as good as the user.

Sampling is rather like taking a high-speed cine film of a sound. Cine film consists of a set of still pictures which create the illusion of action when they're flashed through quickly in order.

The eye is quite easily deceived by about 8 frames (pictures) per second, though the result is a little bit jerky; movies are made at 24 frames per second.

But your ears are not so easily deceived. At about 5,000 digital sound pictures per second the results are only just about convincing; to start getting a real sound you need something like 20,000 per second.

And this is what sampling software does. It chops up the sound into thin slices, converts them into digital pictures of the sound and then files each slice away in RAM. Micros can then retrieve the data ultraquickly from any starting point and in any order.

Playing with sound

That's how n-n-n-nineteen is achieved. Either you tell the sampling device to read the beginning of the sound a certain number of times, or you define the sector to be repeated and copy it a few times onto the front of the sound.

But because the ear is hard to fool, any half decent sampler will need a routine that smooths the passage from one slice to the next, otherwise steps can be heard in the sound. This sound smoothing is known as quantising (not to be confused with the same term used in sequencers).

There are many other things to look out for in a sampler, such as sample rate.

A sound consists of a fundamental tone plus a mass of harmonics (higher tones). If the upper harmonics are not reproduced the result is muffled and woolly. The pitch of any tone can be measured by the sound wave's frequency in kilohertz (kHz).

The rate at which the sampler takes 'snaps' of the sound – the sample rate – is pretty well double that of the highest harmonic it can produce. The human ear can normally hear sounds up to about 16kHz, and so a sampler that runs at 32kHz or more is going to give a much better sound.

Well, it will theoretically – but not if the components themselves are noisy and prone to removing bits of the sound!

All the things they do

If you want a tone to be continuous you get the sampler to repeat the middle section of the sound of, say, a violin.

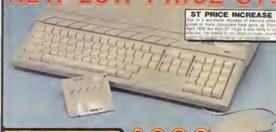
To keep it repeating you usually have to hold down a key on a keyboard or the computer. Samplers will hold a set of sounds within their memory and allow you to map them across the keyboard.

This can mean that the lower notes play one sound, the middle another and the top notes yet another. Or you can cross fade the samples so that one sound gradually becomes another as you go up and down the keyboard.

Acoustic instruments change in tone as the pitch changes, and the sampler addict will spend ages editing various samples of the same instrument so that the result is a pretty lifelike imitation of the real thing. If the keyboard is touch sensitive the samples have to respond to this as well, which means even more work.

But dedicated samplers have one big disadvantage. The editing facilities, though usually very comprehensive, are displayed on a crummy LCD display that induces myopia and migraines within hours! But there are bolt-on interfaces for some that will let you edit their samples on a monitor.

NEW LOW PRICE ST!



ST PRICE INCREASE

Due to a worldwide shortage of memory chips prices of many computers have gone up. From April 1988 the Atari ST range is also likely to be affected. For details of any price increase, please return the coupon below for our latest literature.

ONLY FROM SILICA

[illegible]

FREE STARTER KIT Only From Silica

[illegible]

BASIC Language Disk   BASIC Manual   ST Owners Manual   TOS/GEM on ROM

[illegible]

DEDICATED SERVICING - Only From Silica

[illegible]

1Mb RAM UPGRADE: [illegible]

TV MODULATOR UPGRADE: [illegible]

THE FULL STOCK RANGE Only From Silica

[illegible]

AFTER SALES SUPPORT - Only From Silica

[illegible]

FREE CATALOGUES - Only From Silica

[illegible]

FREE OVERNIGHT DELIVERY - From Silica

[illegible]

PRICE MATCH Only From Silica

[illegible]

SIDCUP 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
LONDON 01-580 4839
[illegible] Road, London W1P 0HX
LONDON 01-629 1234 ext 3914

£260 +VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299) you can purchase a powerful 512K RAM computer with a 96 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all! When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT £299)

520ST-FM with 512K RAM & mono monitor £399 (+VAT) Upgrade from 512K RAM to 1024K RAM £100 (+VAT)

MEGA [illegible]

ATARI ST

To: Silica Shop Ltd, Dept GAM 14, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode

Do you already own a computer
If so, which one do you own?

SURE FIRE SMASH

THUNDERBLADE™
CBM 64/128 £9.99c £14.99d SPECTRUM 48/128K £8.99c £12.99d
AMSTRAD CPC £9.99c £14.99d ATARI ST £19.99d AMIGA £24.99d
IBM PC & COMPATIBLES £24.99d

LED STORM™
CBM 64/128 £9.99c £14.99d
SPECTRUM 48/128K £8.99c – £12.99d
AMSTRAD CPC £9.99c £14.99d
ATARI ST £19.99d AMIGA £19.99c
IBM PC £24.99d

THE GAMES SUMMER EDITION™
CBM 64/128 £9.99c £14.99d
SPECTRUM 48/128K £8.99c £12.99d
AMSTRAD CPC £9.99c – £14.99d
ATARI ST £19.99d MSX 64K £9.99c
IBM PC & COMP. £24.99d AMIGA £19.99d

TIGER ROAD™
CBM 64/128 £9.99c £14.99d
SPECTRUM 48/128K £8.99c – £12.99d
AMSTRAD CPC £9.99c £14.99d
ATARI ST £19.99d
AMIGA £19.99

YOUR U.S.GOLD ST

U.S. Gold, way ahead of whoever

HITS FROM

The Best Software In the World Available from the Best Software Dealers In the U.K.

COMMAND PERFORMANCE
CBM 64/128
£12.99c £14.99d
SPECTRUM 48/128K
£12.99c £14.99d
AMSTRAD CPC
£12.99c £19.99d
MERCENARY – ARMAGEDDON MAN
BOBSLEIGH – TRANTOR – XENO
HARDBALL – LEVIATHAN
SHACKLED™ – CHOLO
10th FRAME™

HISTORY IN THE MAKING
CBM 64/128
£24.99c £29.99d
SPECTRUM 48/128K £24.99
AMSTRAD CPC
£24.99c £29.99d

GIANTS™
GAUNTLET II – OUT RUN – ROLLING THUNDER
720 – CALIFORNIA GAMES
CBM 64/128 £12.99c £14.99d
SPECTRUM 48/128K £12.99c £14.99d
AMSTRAD £12.99c £14.99d

NORTH WEST
Abc Computer Computers 114 Church Road, [illegible] Tel: [illegible]
Bit 'N' Bytes 5 Central Station [illegible] Liverpool [illegible] Tel: 051 [illegible]
Micro-Chip Shop Computer Store [illegible] Tel: [illegible]
Micro-Bridge [illegible] Tel: [illegible]
Northwich Computers [illegible] Northwich Cheshire [illegible] Tel: [illegible]
Oscydone Unit 176, The Halls Mall, [illegible] Centre, [illegible] Tel: 061 [illegible]
Omnic Computer Systems [illegible] High Street [illegible] Cheshire Tel: [illegible]
PV Computers 104 [illegible] Accrington, Lancashire [illegible] Tel: [illegible]
Tim's Computers 29/31 [illegible] Road [illegible] Cheshire [illegible] Tel: [illegible]
Ye Olde [illegible] Ashton-under-Lyne, Lancashire OL6 [illegible] Tel: 061 [illegible]
Sandy [illegible] Tel: [illegible]
The Computer Shop Unit [illegible] Knightsbridge Mall [illegible] Centre, Manchester Tel: 061 [illegible]
NORTH EAST
The Computer Shop 7 High Friars, Eldon Square, Newcastle-upon-Tyne Tel: 091 [illegible]
Just Micro 22 [illegible] Road, Sheffield Tel: [illegible]
Sunderland Computer Centre 29 [illegible] Sunderland [illegible] Tel: [illegible]
Topsoft Computer Software 1 [illegible] Yard, Stockton-on-Tees, Cleveland TS [illegible] Tel: [illegible]
Topsoft Computer Software [illegible] Wellington Court [illegible], Grange Road, Darlington, County Durham Tel: [illegible]
Virgin (Retail) 94-96 The Briggate, Leeds, North Yorks [illegible] Tel: [illegible]
York Computer Centre [illegible] York YO1 [illegible] Tel: [illegible]
C.H.I.P.S. Computer Shop [illegible] Road Middlesbrough, Cleveland Tel: [illegible]
C.H.I.P.S. Computer Shop [illegible] County Durham [illegible] Tel: [illegible]
Microgamer [illegible] Tel: [illegible]
The Computer Store [illegible] Tel: [illegible]
The Computer Store [illegible] Wakefield Tel: [illegible]
The Computer Store [illegible] Tel: [illegible]
The Computer Store [illegible] Square, York Tel: [illegible]
The Computer Store [illegible] Leeds Tel: [illegible]
The Computer Store [illegible] Tel: [illegible]
The Computer Store [illegible] Huddersfield Tel: [illegible]
The Computer Store 44 [illegible] Tel: [illegible]
The Computer Shop [illegible] Sunderland Tel: 091 [illegible]
The Computer Shop [illegible] Stockton-on-Tees, Cleveland TS [illegible] Tel: [illegible]
[illegible] Software [illegible] Tel: [illegible]
The Computer Shop 7 High Friars, Eldon Square, Newcastle-upon-Tyne Tel: 091 [illegible]
Computer 33 Kirkgate [illegible] Wakefield Tel: [illegible]
Boots [illegible] Tel: 091 [illegible]
Boots The [illegible] Newcastle-upon-Tyne, Tyne & Wear OPENING [illegible]
Boots Kirkgate Hall, The Kirkgate Centre, [illegible] OPENING [illegible]
Computer [illegible] Tel: [illegible]
WEST MIDLANDS
[illegible] 81/83 High Street [illegible] Tel: [illegible]
Castle Computers 11 [illegible] Stoke-on-Trent Tel: [illegible]
Comserie Shopping Mall, Merry Hill [illegible] Centre, Brierley Hill Tel: [illegible]
Comserie 394 High Street [illegible] West Midlands Tel: [illegible]
Mr Disk [illegible] Tel: [illegible]
Software City 3 [illegible] Wolverhampton Tel: [illegible]
Software City [illegible] Tel: [illegible]
Software City 59 [illegible] Stafford Tel: [illegible]
[illegible] Computer Centre [illegible] Tel: [illegible]
[illegible] [illegible] Tel: [illegible]
Virgin (Retail) 98 Corporation Street Birmingham B4 [illegible] Tel: 021 [illegible] 1577
Shopping [illegible] Entertainment [illegible] Wolverhampton Tel: [illegible]
Castle Computers [illegible] Stoke-on-Trent Tel: [illegible]
[illegible] Computers [illegible] Tel: [illegible]
[illegible] Computers [illegible] Tel: [illegible]
[illegible] [illegible] Tel: [illegible]
Just [illegible] [illegible] Tel: [illegible]
[illegible] [illegible] Tel: [illegible]
EAST MIDLANDS
[illegible] [illegible] Tel: [illegible]
[illegible] Computers [illegible] Tel: [illegible]
[illegible] Computers & Electronics [illegible] Tel: [illegible]
[illegible] Computer Centre 27 [illegible] Tel: [illegible]
[illegible] Computers [illegible] Tel: [illegible]
Virgin (Retail) [illegible] NG1 [illegible] Tel: [illegible]
The Computer Shop Unit [illegible] Tel: [illegible]
SCOTLAND
Capital Computers [illegible] Tel: 031 [illegible]
The [illegible] Shop [illegible] Glasgow [illegible] Tel: 041 [illegible]
Inverness Computer Centre [illegible] Inverness [illegible] Tel: [illegible]

Virgin (Retail) [illegible] Edinburgh [illegible] Tel: 031 [illegible]
Virgin (Retail) 28-32 [illegible] Glasgow [illegible] Tel: 041 [illegible]
EIRE
Virgin (Retail) 14-18 [illegible] Dublin 2 Tel: 001 777100
SOUTH WEST
ACE Computers 42 [illegible] Tel: [illegible]
[illegible] [illegible]
[illegible] [illegible] Cardiff [illegible]
Computerbase Co. [illegible] City Centre, [illegible] Tel: [illegible]
[illegible] Business Computers [illegible] Cardiff CF1 [illegible] Tel: [illegible]
[illegible] Computers [illegible] Tel: [illegible]
The [illegible] Shop [illegible] Tel: [illegible]
The [illegible] Shop [illegible] Tel: [illegible]
The [illegible] Shop 11 Old Town Street Plymouth [illegible] Tel: [illegible]
The [illegible] Shop 22 High Street [illegible] Tel: [illegible]
The Model Shop [illegible] Guildford, Surrey Tel: [illegible]
[illegible] Unit [illegible], The Boulevards, Wellington Centre, [illegible] Tel: [illegible]
Micro City [illegible] (ST & Amiga Specialists)
Micro City [illegible] (ST & Amiga Specialists) Tel: [illegible]
Virgin (Retail) [illegible] Tel: [illegible]
The Computer Shop [illegible] Tel: [illegible]
LONDON
Double Vision [illegible] High Street [illegible] W5 Tel: 01 [illegible]
[illegible] Computers [illegible] Walthamstow [illegible] Tel: 01 [illegible]
[illegible] Computer Services [illegible] London Tel: 01 [illegible]
[illegible] [illegible] Tel: 01 [illegible]
[illegible] Computer [illegible] [illegible] Court [illegible] London W14 [illegible] Tel: 01 [illegible]
[illegible] [illegible] Tel: 01 [illegible]
[illegible] [illegible] (ST & Amiga Specialists) Tel: 01 [illegible]
[illegible] [illegible]
Virgin (Retail) [illegible] Oxford Street Tel: 01 [illegible]
Virgin (Retail) [illegible] Oxford Street [illegible] Tel: 01 [illegible]
SOUTH EAST
A–Z Granny Supplies [illegible] Northampton [illegible] Tel: [illegible]
Bit 'N' Bytes [illegible] Ipswich, Suffolk Tel: [illegible]
Bit 'N' Bytes [illegible] Suffolk Tel: [illegible]
Computer [illegible] Centre [illegible] (ST & Amiga Specialists) Tel: [illegible]
Crawley Computers [illegible] Crawley [illegible] Tel: [illegible]
Computer Complete Systems [illegible] Southend-on-Sea, Essex Tel: [illegible]
Computer Plus [illegible] King's Lynn [illegible] Tel: [illegible]
[illegible] Computers [illegible] Tel: [illegible]
[illegible] Ltd [illegible] Tel: [illegible]
Logic Sales [illegible] Tel: [illegible]
[illegible] [illegible] Tel: [illegible]
JKL Computers [illegible] Tel: [illegible]
Micro Shop [illegible] (ST & Amiga Specialists) Tel: 01 [illegible]
Softsellers [illegible] Tel: [illegible]
Softsellers [illegible] Tel: [illegible]
SoftSpot Computers [illegible] Tel: [illegible]
Software Plus [illegible] Tel: [illegible]
Software Plus [illegible] Tel: [illegible]
Software Plus [illegible] Tel: [illegible]
Software Plus [illegible] Tel: [illegible]
Software Plus [illegible] Southend-on-Sea [illegible] Tel: [illegible]
Software Plus [illegible] Tel: [illegible]
Software Plus [illegible] Ipswich, Suffolk Tel: [illegible]
Software Plus [illegible] Tel: [illegible]
Software Plus [illegible] Stevenage, Herts Tel: [illegible]
Software Plus [illegible] St. Albans, Herts Tel: [illegible]
Software Plus [illegible] Canterbury, Kent Tel: [illegible]
Software Plus [illegible] Cambridge Tel: [illegible]
Software Plus [illegible] Tel: [illegible]
Micro City [illegible] (ST & Amiga Specialists) Tel: [illegible]
Micro City [illegible] (ST & Amiga Specialists)
The [illegible] [illegible] Gillingham, Kent [illegible] Tel: [illegible]
[illegible] Computers [illegible] Tel: [illegible]
Virgin (Retail) [illegible] Brighton, Sussex Tel: [illegible]
Worthing Computer Centre [illegible] Worthing [illegible] Tel: [illegible]

T★R DEALER

r's number 2!

YES YOU GOT MY POSTCARD THEN I'M IN MANY FOR ROGER BENNET FINDING A ... FOR THE 1990 CONFERENCE ... NOW I HAVEN'T BULLED HIM YET SO THE PANTO ... UNLESS IT WAS WORTH AT WILLS SAY ER ... PER CENT OF THE ... TAKINGS?
ONLY A TENTH MERCY IF YOU DO THIS I'LL SEE TO IT THAT YOU GET A QUARTER
LITTLE RED DICK IN BOOTS & THE BEANSTALK
by Mr Croucher & Mr Evans
(all characters portrayed ...)
NO SMOKING
WHERE IS THAT BOY?!
BRING BACK THE CAT
EURK!
'Twas Christmas Day in the Workhouse
'Twas Hard Times in Computerland And closing time at t'Pub
Poor ... was strapped for cash ... cash was missing
FUTURE?
IT'S BEHIND YOU!
OH NO IT ISN'T!
OH YES IT BLOODY WELL IS
The Babes in the Wood were crying The Wolf was at the Door
HI HO HI HO IT'S OFF TO BATH WE GO ♫
The Seven Dwarfs went Singing
While Dick in Boots and Puss in Smiths
... Wee Cinderella
SH-SH SHOULD BE EASY N NOW JUST FIND THE N NORTH POLE AND GET MY BEARINGS
Meanwhile the cow was ... Her Front End Truth to Tell
And Mother Goose went ... I'll Kill that bloddy Me!

EVANS
And Gaiety and Presents
THEATRE
PUFFE!
EEEK! A GIRL
"LITTLE RED JACK IN BOOTS AND THE BEANSTALK"
SLAP!
We do!
Peace and Love
We'd like to thank
MERRY

VOTE FOR THE BEST IN 1988

Computer Leisure Awards

For the first time ever, you will be able to join with the readers of many other British magazines to decide who and what was best in 1988. Awards will be made to software producers resulting from your voting through, this, your own magazine, for what you considered to be the best games you have played on your computer during the past year.

Many other magazines are carrying this voting form. It means the results will truly be democratic, and therefore really mean a lot to those who receive them.

The votes will be collated by an independent company, to whom you should post your voting form, and the awards will be presented at the Computer Leisure Industry's 'get together' — Computer Arena — in March 1989.

So, simply fill-in the voting form below, cut it out (or photocopy it) and send it to:

GAMES OF THE YEAR
MICHAEL BAXTER
SOLUTIONS PR
2 WELLINGTONIA COURT
VARNDEAN ROAD
BRIGHTON BN1 6TD

COMPUTER LEISURE AWARDS 1988 VOTING FORM

1) Please tick the computer format you are voting for

- AMIGA ☐
- AMSTRAD CPC ☐
- ELECTRON ☐
- COMMODORE 64/128 ☐
- PC COMPATIBLES ☐
- ATARI ST ☐
- SPECTRUM ☐

3) Please state what you consider to be the **BEST GAME OVERALL** of 1988

4) Which Software House do you choose as being the most consistent in producing high quality computer games during 1988

2) Please name your choice of best game (from the format ticked above) of 1988

1. Best ARCADE game	
2. Best ADVENTURE game	
3. Best STRATEGY/WAR game	
4. Best MUSIC with game	
5 Best USE OF GRAPHICS	

Name ....

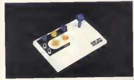
Address ....

....

.... Postcode ....

The Games machine

SHOPPING



EUROMAX JOY BOARD
This super control console [illegible] with every possible firing and movement option. Directional control is [illegible] between microswitch [illegible] joystick and two games paddles. Firing can be activated with two large fire buttons and auto Fire features, variable frequency setting. Two LED's [illegible] Suitable for [illegible] and Amiga 500
EUROMAX JOY BOARD
OFFER 18.99 T[illegible]

KONIX NAVIGATOR
Brand new ergonomically designed hand held joystick with Fire button positioned directly beneath the trigger finger for super fast [illegible] Unbreakable solid steel shaft. **KONIX NAVIGATOR**
OFFER 14.99 T[illegible]

KONIX MEGABLASTER
[illegible]
KONIX MEGABLASTER
OFFER 6.99 [illegible]H

KONIX SPEEDKING
The joystick that actually fits your hand as a live button or glove or your trigger finger to ensure accurate high-speed action. Solid steel breakproof shaft with nice clicking sound.
KONIX SPEEDKING
OFFER 10.99 T246H

EUROMAX PROFESSIONAL STANDARD
[illegible] durability, rapid response and ultra [illegible] movement accuracy from this [illegible] ergonomic design.
EUROMAX PROFESSIONAL STANDARD
OFFER 15.95 T[illegible]H

EUROMAX PROFESSIONAL AUTOFIRE
OFFER 18.95 T[illegible]

EUROMAX PROFESSIONAL GRIP
OFFER 13.95 T[illegible]H

EUROMAX WIZCARD
OFFER 3.99 T[illegible]H

EUROMAX ELITE STANDARD
[illegible] ergonomic and highly durable [illegible] body
EUROMAX ELITE STANDARD
OFFER 8.99 T237H

EUROMAX ELITE GRIP
OFFER 10.99 T[illegible]H

POWERPLAY CRUISER
This [illegible] microswitch [illegible] unique [illegible] sensitive, [illegible]
POWERPLAY CRUISER
OFFER 9.99 T245H

DYNAMICS COMPETITION PRO 5000 (normal)
Features [illegible] quality microswitches [illegible] steel shaft and rubber [illegible]
DYNAMICS COMPETITION PRO 5000 (normal)
OFFER 13.99 T24[illegible]H

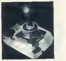
JOYCON ADAPTOR
Finally Amstrad CPC owners have [illegible] to connect any two Atari compatible joysticks [illegible] Amstrad CPC 464, 664 and [illegible] computers for two player games.
JOYCON ADAPTOR
OFFER 8.99 T251H

TGM BINDER
Stop your [illegible] mags from disappearing [illegible] them in this lovely brown leather look binder with gold embossed logo.
TGM BINDER
OFFER 4.50 T[illegible]H

SPECTRUM +3 CASSETTE LEADS
Link your Spectrum +3 [illegible] your cassette recorder and [illegible] large collection [illegible] 48K tape software
SPECTRUM +3 CASSETTE LEADS
OFFER 3.99 T24[illegible]H

DYNAMICS COMPETITION PRO 5000 (clear)
The designer joystick with see-through body
DYNAMICS COMPETITION PRO 5000 (clear)
OFFER 14.00 T[illegible]H

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and [illegible] body
DYNAMICS COMPETITION PRO EXTRA
OFFER 15.00 T[illegible]H



MICRO-MATE PSU
The [illegible] C64, C64c and Vic20 [illegible] mate will replace your dicey

[illegible] RAM [illegible] Media [illegible] overheat [illegible] over-current [illegible] temperature [illegible] and includes a [illegible] month unconditional warranty. ALL units are individually tested.
MICRO-MATE PSU (for C64, C64c and Vic20)
OFFER 19.99 T249H

LOAD-IT
Eliminates tape loading problems on your 64. Achieves 100% loading success even on the most obstinate tapes. It provides permanent head alignment adjustment with the help of an LED array for optimum signal indication. Guaranteed for one year.
LOAD-IT
OFFER 39.99 T250H

AMIGA GOODIES

AMIGA A501 512K RAM EXPANSION UPGRADE + CLOCK CARD
Amiga Ram Upgrade to 1Mb RAM
OFFER 119.99 T253H

AMIGA A520 MODULATOR
Use your Amiga with a domestic TV set or composite video monitor
OFFER 24.99 T254H

DIGIVIEW 3.0 WITH A500 ADAPTOR
Capture colour via your video camera
OFFER 144.99 T255H

AMIGA DIGIDROID
An automated filter wheel that automates colour digitising with Digiview
OFFER 62.99 T256H

AMIGA COPYSTAND FOR DIGIVIEW
A 2' stand for digitising objects
OFFER 44.99 T257H

AMIGA GENLOCK
[illegible] allowing the user to merge computer graphics with live video and record the results on VCR
OFFER 249.99 T258H

EASYL DRAWING A4 GRAPHICS TABLET FOR A500
Deluxe Paint II compatible with Easyl paint prog and general background driver
OFFER [illegible] T259H

CHERRY A3 DIGITISING TABLET
Works with Amiga, Atari ST and PC and comes complete with drawing stylus and four button puck
OFFER 499.99 T260H

XEROX 4020 COLOUR INK JET PRINTER
Prints seven individual colours or more than 4000 shades. In enhanced mode it prints a page in four minutes. Integrates colour graphics with black text using five resident fonts at 80cps draft and 40 cps letter quality
OFFER 1322.00 T261H

XEROX 4020 STARTER PACK
Includes paper, roll holder, 8 cartridges ink, paper and maintenance fluid
OFFER 99.99 T262H

XEROX CUT SHEET FEEDER
for use with Xerox 4020 printer
OFFER 215.99 T263H

PROFESSIONAL PAGE
With professional desktop publishing, colour separations and Postscript compatible output
OFFER 199.99 T264H

RECOMMENDED SOFTWARE

ACTION SERVICE Cobrasoft/Infogrames
T466M
ATARI ST disk OFFER 15.99
ALBEDO Loriciels
T464M
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 15.99
ALEX KIDD Mastertronic
T362M
SEGA cartridge OFFER 19.99
ALTERNATE REALITY: THE CITY Electronic Arts
T325M
AMIGA disk OFFER 15.99
ARKANOID II: REVENGE OF DOH, Ocean
T336M
ATARI ST disk OFFER 15.99
ARMALYTE Thalamus
T4[illegible]M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
AROUND THE WORLD IN 80 DAYS Pandora
T478M
CBM64/128 cass OFFER 7.99
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 15.99
ARTURA Gremlin Graphics
T475M
SPEC48/128 cass OFFER 6.44
SPEC +3 disk OFFER 10.44
ATARI ST disk OFFER 15.99
[illegible] Players
T402M
AMIGA disk OFFER 11.99
BARBARIAN Melbourne House
T371M
SPEC48/128 cass OFFER 7.99
CBM64/128 cass OFFER 7.99
BATTLE CHESS Electronic Arts
T41[illegible]M
AMIGA disk OFFER 15.99
BOMBJACK Elite
T4[illegible]M
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 15.99
BUBBLE GHOST Ere International
T4[illegible]M
SPEC48/128 cass OFFER 5.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
AMIGA disk OFFER 15.99
PC disk OFFER 15.99
CAPTAIN BLOOD Infogrames
T450M
PC disk OFFER 15.99
CYBERNOID II Hewson
T41[illegible]M
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
ATARI ST disk OFFER 15.99
DALEY THOMPSON'S OLYMPIC CHALLENGE Ocean
T4[illegible]M
SPEC48/128 cass OFFER 7.99
SPEC +3 disk OFFER 10.44
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
AMIGA disk OFFER 19.99
DELTA Thalamus
T236M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
DELUXE PHOTOLAB Electronic Arts
T245M
AMIGA disk OFFER 63.99
DOUBLE DRAGON Mastertronic
T465M
SEGA cartridge OFFER 24.99
DRILLER Incentive
T466M
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 19.99
DRUMBEAT MASTER Micro Media
T488M
PC ENGINE cartridge OFFER 24.99
ELIMINATOR Hewson
T4[illegible]0M
ATARI ST disk OFFER 15.99
ELITE Firebird
T413M
MSX cass OFFER 11.99
BBC disk OFFER 13.99
ATARI ST disk OFFER 19.99
ESPIONAGE Grandslam
T4[illegible]M
SPEC48/128 cass OFFER 7.99
SPEC +3 disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
AMIGA disk OFFER 15.99
EXOLON Hewson
T455M
ATARI ST disk OFFER 15.99
EXPLODING FIST + Melbourne House
T490M
SPEC48/128 cass OFFER 6.44
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
FERNANDEZ MUST DIE Image Works
T306M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
ATARI ST disk OFFER 15.99
FIRE AND FORGET Titus
T324M
ATARI ST disk OFFER 19.99
AMIGA disk OFFER 19.99
FOXX FIGHTS BACK Imageworks
T411M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
GARFIELD The Edge
T412M
ATARI ST disk OFFER 15.99
GAUNTLET US Gold
T319M
PC disk OFFER 15.99
GOLD SILVER BRONZE US Gold
T415M
SPEC48/128 cass OFFER 11.99
SPEC +3 disk OFFER 15.99
AMSTRAD CPC cass OFFER 11.99
AMSTRAD CPC disk OFFER 15.99
CBM64/128 cass OFFER 11.99
CBM64/128 disk OFFER 15.99
GREAT VOLLEYBALL Mastertronic
T484M
SEGA cartridge OFFER 19.99
GUERILLA WAR Imagine
T482M
SPEC48/128 cass OFFER 7.99
SPEC +3 disk OFFER 11.99
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
GUNSHIP Microprose
T384D
AMSTRAD CPC disk OFFER 15.99
HAWKEYE Thalamus
T242M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
HELLFIRE Martech
T47[illegible]M
ATARI ST disk OFFER 15.99
HELTER SKELTER Audiogenic
T318M
ATARI ST disk OFFER 11.99
AMIGA disk OFFER 11.99
HOSTAGES Infogrames
T454M
ATARI ST disk OFFER 15.99
HOTSHOT Addictive Games
T326M
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 10.44
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
ATARI ST disk OFFER 15.99
IMPOSSIBLE MISSION II US Gold
T323M
SPEC48/128 cass OFFER 7.99
AMIGA disk OFFER 15.99
INTENSITY Firebird
T31[illegible]M
SPEC48/128 cass OFFER 6.44
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
JOAN OF ARC US Gold
T458M
ATARI ST disk OFFER 15.99
KENSEIDEN Sega
T481M
SEGA cartr OFFER 24.99
KING'S VALLEY 2 Konami
T416M
MSX II cart OFFER 19.99
LA CRACKDOWN Epyx
T331M
PC disk OFFER 15.99
LAST NINJA II System 3
T408M
SPEC48/128 cass OFFER 10.44
SPEC +3 disk OFFER 11.99
CBM64/128 cass OFFER 10.44
CBM64/128 disk OFFER 11.99
LIVE AND LET DIE Domark
T452M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
ATARI ST disk OFFER 15.99
MANHATTAN DEALERS Silmarils
T491M
ATARI ST disk OFFER 19.99
MAZE HUNTER 3D Mastertronic
T318M
SEGA cartridge OFFER 19.99
MENACE Psyclapse (Psygnosis)
T470M
AMIGA disk OFFER 15.99
MIRACLE WARRIORS Sega
T463M
SEGA cartr OFFER 24.99
MONOPOLY Sega
T461M
SEGA cartr OFFER 24.99
NEBULUS Hewson
T456M
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 19.99
NETHERWORLD Hewson
T387M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 15.99
NINETEEN Cascade
T303D
SPEC48/128 cass OFFER 7.99
SPEC +3 disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
OPERATION WOLF Ocean
T45[illegible]M
SPEC48/128 cass OFFER 7.99
SPEC +3 disk OFFER 11.99
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
P.O.W. Actionware
T451M
AMIGA disk OFFER 23.99
PACMANIA, Grandslam
T473M
AMIGA disk OFFER 15.99
PENGUIN LAND Mastertronic
T315M
SEGA cartridge OFFER 19.99
POOLS OF RADIANCE US Gold
T409M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
POWERDROME Electronic Arts
T458M
ATARI ST disk OFFER 15.99
QUEDEX Thalamus
T[illegible]66M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
R-TYPE II Micro Mask
T497M
PC ENGINE cartridge OFFER 24.99
RASTERSCAN Mastertronic
T467M
PC disk OFFER 7.99
RC PRO-AM Nintendo
T499M
NINTENDO cartridge OFFER 29.99
RED STORM RISING Microprose
T408M
CBM64/128 cass OFFER 11.99
CBM64/128 disk OFFER 15.99
REVENGE II Mastertronic
T455M
AMIGA disk OFFER 7.99
ROADBLASTERS US Gold
T305M
SPEC48/128 cass OFFER 7.99
SPEC +3 disk OFFER 10.44
ROCKET RANGER Cinemaware
T452M
AMIGA disk OFFER 19.99
SALAMANDER Imagine
T31[illegible]M
SPEC48/128 cass OFFER 6.44
SPEC +3 disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
SAMURAI WARRIOR Firebird
T406M
SPEC48/128 cass OFFER 5.99
SPEC +3 disk OFFER 10.44
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
SANXION Thalamus

PUZZLED???

PUZZLED???

Not yet, but if your software order exceeds £5.00, you will get free an amazing, intriguing, Why-Did-I-Ever-Take-It-To-Pieces *3D MINI PUZZLE*.
It's downright frustrating, it's hell, and you'll love it . . .
Just specify on the order form which puzzle type you prefer and you'll be on your way to being puzzled.

A ASTRO PUZZLE
B SIXBRICKS
C SATELLITE PUZZLE
D TRICK STAR
E TRIPLE KNOT

T2disk
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
SARCOPHAGER Players
T311M
AMIGA disk OFFER 11.99
SAVAGE Firebird
T489M
SPEC48/128 cass OFFER 7.24
AMSTRAD CPC cass OFFER 7.95
AMSTRAD CPC disk OFFER 11.99
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 11.99
SENTINEL WORLDS Electronic Arts
T478M
PC disk OFFER 15.99
SHINOBI Mastertronic
T483M
SEGA cartridge OFFER 19.99
SINBAD Mirrorsoft
T404M
CBM64/128 cass OFFER 11.99
ATARI ST disk OFFER 19.99
AMIGA disk OFFER 23.99
SOLDIER OF FORTUNE Firebird
T403M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
SPACE HARRIER Elite
T401M
ATARI ST disk OFFER 15.99
SPEEDBALL Image Works
T47 M
AMIGA disk OFFER 19.99
STARGLIDER II Rainbird
T408M
ATARI ST disk OFFER 19.99
AMIGA disk OFFER 19.99
STAR RAY Logotron
T401M
AMIGA disk OFFER 19.99
STREET SPORTS SOCCER US Gold
T4 3M
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 11.99
SUMMER GAMES Epyx
T313M
SPEC48/128 cass OFFER 11.99
SPEC +3 disk OFFER 15.99
AMSTRAD CPC cass OFFER 11.99
AMSTRAD CPC disk OFFER 15.99
SUMMER GAMES II Epyx
T3 4M
SPEC48/128 cass OFFER 11.99
SPEC +3 disk OFFER 13.99
AMSTRAD CPC cass OFFER 11.99
AMSTRAD CPC disk OFFER 15.99
SUMMER OLYMPIAD Tynesoft
T301M
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 9.99
ATARI ST disk OFFER 15.95
PC disk OFFER 15.99
SUPER HANG-ON Electric Dreams
T309M
ATARI ST disk OFFER 15.99
SUPER SPORTS Gremlin Graphics
T4 5M
SPEC48/128 cass OFFER 6.44
SPEC +3 disk OFFER 10.44
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
TANGLEWOOD Microdeal
T31 D
AMIGA disk OFFER 15.99
TERRORPODS Melbourne House/
Psygnosis
T497M
CBM64/128 cass OFFER 7.99
CBM disk/128 disk OFFER 11.99
TETRA QUEST Microdeal
T45 M
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 15.99
THE GAMES – SUMMER EDITION
Epyx
T489M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
PC disk OFFER 19.99
THE PRESIDENT IS MISSING Microprose
T328M
CBM64/128 disk OFFER 15.99
THE TRAIN Electronic Arts
T407M
SPEC48/128 cass OFFER 6.99
SPEC +3 disk OFFER 11.99
THUNDERBLADE Sega
T450M
SEGA cartr OFFER 24.99
TIMES OF LORE Microprose
T494M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
TOTAL ECLIPSE Incentive
T495M
SPEC48/128 cass OFFER 7.95
SPEC +3 disk OFFER 11.99
AMSTRAD CPC cass OFFER 7.95
AMSTRAD CPC disk OFFER 11.95
TRIVIAL PURSUIT II Domark
T493M
SPEC48/128 cass OFFER XXX
SPEC +3 disk OFFER XXX
AMSTRAD CPC cass OFFER XXX
AMSTRAD CPC disk OFFER XXX
CBM64/128 cass OFFER XXX
CBM64/128 disk OFFER XXX
ATARI ST disk OFFER XXX
AMIGA disk OFFER XXX
TRON 5000 Players
T310M
AMIGA disk OFFER 11.95
TYPHOON Imagine
T453M
SPEC48/128 cass OFFER 6.40
SPEC +3 disk OFFER 11.99
CBM64/128 cass OFFER 7.20
CBM64/128 disk OFFER 10.99
UGH-LYMPICS Electronic Arts
T450M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
ULTIMA IV Microprose
T400M
AMIGA disk OFFER 19.44
PC disk OFFER 23.95
VETERAN Software Horizons
T474M
ATARI ST disk OFFER 11.95
VINDICATOR Ocean
T499M
SPEC48/128 cass OFFER 6.40
SPEC +3 disk OFFER 11.99
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
WASTELAND Electronic Arts
T301D
CBM64/128 disk OFFER 15.95

ADVENTURE

ACHETON Topologika
T335M
SPEC +3 disk OFFER 7.95
BARD'S TALE II Electronic Arts
T292M
AMIGA disk OFFER 19.95
BARD'S TALE III Electronic Arts
T293M
CBM64/128 disk OFFER 13.99
CORRUPTION Rainbird
T282M
ATARI ST disk OFFER 19.99
COUNTDOWN TO DOOM Topologika
T336M
SPEC +3 disk OFFER 7.95
DR JEKYL AND MR HYDE The Essential Myth
T291M
SPEC48/128 cass OFFER 6.40
INVESTIGATIONS Graphtext
T292M
SPEC128 cass OFFER 6.99
KINGDOM OF HAMIL Topologika
T337M
SPEC +3 disk OFFER 7.95
LEGEND OF THE SWORD Rainbird
T263M
ATARI ST disk OFFER 19.99
MORTVILLE MANOR Lankhor
T332M
AMIGA disk OFFER 19.99
PHILOSOPHER'S QUEST Topologika
T3391
SPEC +3 disk OFFER 7.95
RETURN TO DOOM Topologika
T338M
SPEC +3 disk OFFER 10.40
RACLVULLYN TIMER Eighth Day Software
T284M
SPEC48/128 cass OFFER 4.99
THE QUEST FOR THE GOLDEN EGGCUP Mastertronic/Smart Egg
T32 M
CBM64/128 cass OFFER 1.99
THE REALM Cult
T281M
SPEC48/128 cass OFFER 1.99

BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) – A SAVING OF £1.99!
ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) – A SAVING OF £2.99!
JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 (DON'T USE THE OFFER PRICE TABLE)

THE MEGA CHOICE:

APART FROM OUR HIGHLY RECOMMENDED GAMES LIST YOU CAN ORDER ANY GAME RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE OR CASSETTE, CARTRIDGE OR DISK.

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING – NO OTHER EXTRA CHARGES
LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON THEN ADD THEM UP
ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED
YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

SOFTWARE OFFER PRICE TABLE

4.99	**3.99**	1.00
5.95	**4.74**	1.20
7.95	**6.40**	1.55
7.99	**6.44**	1.55
8.95	**7.15**	1.75
8.99	**7.24**	1.75
9.95	**7.95**	2.00
9.99	**7.99**	2.00
11.99	**9.99**	2.00
12.95	**10.40**	2.55
12.99	**10.44**	2.55
14.95	**11.95**	3.00
14.99	**11.99**	3.00
19.95	**15.95**	4.00
19.99	**15.99**	4.00
23.00	**18.40**	4.00
24.95	**19.95**	5.00
28.95	**23.15**	5.80
29.95	**23.95**	6.00
34.95	**27.95**	7.00

HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST INCLUDING MEDIA TYPE, COMPUTER AND ORDER CODE (WHERE LISTED)
IF OFFER PRICE NOT AVAILABLE, CHECK IN A CB REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).
LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.
ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO GIVE CARD EXPIRY DATE).
REMEMBER
GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER. GARMENT ORDERS ORDER CODE OR GARMENT SIZE. HARDWARE ORDERS ORDER CODE
INCOMPLETE ORDER FORMS WILL BE RETURNED

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/EUROPE ONLY
FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY

DELIVERY:

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME
GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

SUBS OFFER

HAVE MERCY!

Subscribe to twelve issues of TGM and Mercy Gash will display her body and soul to you for a full year. Yes, Robin Evans has risked life and death (and worse still . . .) to bring you 12 sordid pictures of the software industry's virgin-like saint and saviour. The stupendous 13 page spiral bound calender can be yours if you subscribe now to TGM. She's mad, she's bad and she'll be after you if you don't.

YOU LOOK GREAT, MERCY!
I FEEL LIKE A COWPAT, AND I CAN'T MOOVE MY FACE! GET ME A GRINK! GET ME A GIGGERETTE!
STUDIO
ZZZZ!
FOULKES

BACK NUMBERS

*BACKISSUES*BACKISSUES*B*
*BACKISSUES*BACKISSUES*B*
*BACKISSUES*BACKISSUES*B*

TX:008 July 1988

Bulletin Bawdy – Mel Croucher investigates the bulletin boards! Marshal T Rosenberg flies the shuttle – the biggest video game in the world! The Camcorder revolution! Mel labels, new companies – changing trading names bebucs! New wave multimedia SF genre CYBERPUNK! Target Games and a new presentation for strategy! Robin Candy engages Microillusions a Photon Drive!

TX:009 August 1988

I Accuse . . . Mel Croucher discovers some famous films which have too rowed their themes! Disney Sports – Microdeal are selling the laser disc game Dragon's Lair! Machine Speaks – Tiler investigates the computer hauntings! Deluxe Photolab reviewed!

TX:010 September 1988

Conning The Computer – Mel Croucher looks at computer fraud! Archimedes Special – game Mel graphics on the 32 bit colossi! Telerevolution – Satellite TV is really here. Is The Law Still An Ass – Barnaby Page examines copyright! Typical Games Machinist – TGM questionnaire results!

TX:011 October 1988

Whatever happened to the Nintendo?! Mel Croucher investigates computer theft! Robin Candy plays Trip-a-tron with Jeff Minter's amazing new ST light synthesizer! Driving Us Crazy – Today's computerised Mel Stuart Wynne leser to Interplay (Bard's Tale people)! Cyberpunk issues reviewed!

TX:012 November 1988

The First British Console? – The Slipstream. The Real Cybernauts – Technology for the disabled! Cyberpunk and Rebecca! Eddy looks a The Flexi and Mac technology! Walk Mel way – State of the art in Walkman technology! The World of Nintendo! Tiler looks at STOS . The Game Creator.

ORDER FORM

I want to subscribe to 12 issues of TGM and receive the MERCY DASH goodie for free.
If I've already got a TGM subscription, and it is running out soon I extend it for a further twelve issues – and get a free and easy MERCY DASH calendar.
If I am a current subscriber, but do not wish to extend my subscription, I can still get the mindwarping MERCY DASH calendar for a pitiful £3.95 – a special subscribers discount price.

Please tick the appropriate box:
- ☐ I enclose £18.00 for a new TGM subscription mainland UK
- ☐ I enclose £25.00 for a new TGM subscription outside mainland UK – surface mail
- ☐ I enclose £25.00 for a new TGM subscription outside Europe – Air mail
- ☐ I enclose £3.95 for the special subscriber MERCY DASH offer
- ☐ I am a new subscriber
- ☐ I am an existing subscriber. My subscription number is

☐☐☐☐☐☐☐☐

Please extend my subscription starting with issue No:

☐☐

EARLY WARNING!

If you wish your sub to commence with Issue 15, we must receive your coupon no later than 27th December 1988.

Please allow 28 days for your free gift.

*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS*
*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS*
*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS*

Please supply the following **BACK NUMBERS**
(Circle required items)

1	**2**	**3**	**4**
5	**6**	**7**	**8**
9	**10**	**11**	**12**
13			

BACK ISSUES £1.45 (inclusive P&P)

OVERSEAS PLEASE ADD £0.40 TO ABOVE PRICES

SPECIAL QUANTITY DISCOUNT: Order **FOUR** issues and pay for **THREE**

The Special Software Discount Offer Prices only apply to recommended retail prices for software, not to already highlighted, discounted special offers, hardware and other goodies. No other discounts may be applied

CODE	*ITEM*	*MEDIA*	*PRICE*

TOTAL		
SUBS TOTAL		
BACKISSUES TOTAL		
ORDER TOTAL		

MY COMPUTER IS: ☐

Please use BLOCK CAPITALS

Name

Address

Postcode

Please make cheques/postal orders payable to TGM. It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for £

☐ I wish to pay by **VISA/ACCESS** (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT £

Please charge my account No:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date

Signature

Access

VISA

SEND THIS FORM TO

TGM SHOPPING, PO BOX 20,
LUDLOW, SHROPSHIRE SYS 1DB

THE AMAZING AMIGA . . .

Pack Includes
A500 CPU Mouse P S U T V Modulator Very First Tutorial, Workbench 1 3 Basic, Extras and Manuals

PLUS POSTRONIX BONUS PACK WORTH OVER £250

which includes 10 Blank Disks Disk Storage Box 10 Excellent Games Mouse Mat Mouse Bracket (Mouse Holder) Deluxe Paint

£399.00 + £5 00 post and packing

AMIGA 500 PLUS DISK DRIVE

Instruction Manuals, Extra Disk Workbench 1 3, The Very First Tutorial T V Modulator Photon Paint Mouse **PLUS** additional Amiga Compatible Disk Drive and 10 Blank Disks

£449.00 + £5 00 post and packing

AMIGA 500 + 1084S STEREO/ COLOUR MONITOR

(including the Amiga 500 deal) **£649.00** + £10 00 post and packing

1084S STEREO/COLOUR MONITOR

Compatible with PC, Amiga C64c C128

£259.00 + £5 00 post and packing

MPS 1200P

£229.99 + £5 00 post and packing

The Commodore MPS1200P printer presents the state of the art in dot matrix printers with all the features of a printer that would cost much more. The MPS1200P is designed to be like three printers in one. It can act just like an Epson FX printer or with the flip of a switch it can act just like an IBM Graphics Printer with IBM Group II 1 character set (Danish/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect as well as some additional features you may not expect

MPS 1500C COLOUR PRINTER

£199.99 + £5 00 post and packing

A. TECHNICAL CHARACTERISTICS
PRINTING TECHNIQUE .... Impact dot matrix (9-needle print head)
DRAFT MODE .... – matrix 9 vertical dots x (5 + 4) horizontal dots. – print speed 120 char/s at 10/char in
TABULATION SPEED .... 2 char/s
PRINTING DIRECTION .... bi-directional with optimised head movement
PRINT PITCHES .... 10 char/in to 24 char/in programmable from line and/or SET UP mode
LINE FEED .... 1/6 in (4.23 mm) 1/8 (3.17 mm) and 7/72 in (2.4 mm) – n/216 in and n/72 in
CHARACTER SET .... ASCII characters and special characters
MAX PRINT LINE LENGTH .... 40 to 192 characters according to print pitch selected

AMIGA 1010 DISK DRIVE

Amiga 3.5" external drive Capacity 880K

PLUS FREE DISK STORAGE BOX & 10 BLANK DISKS

£149.99 + £5 00 post and packing

A501 RAM PACK

512K for the Amiga

£149.99 + £5 00 post and packing

. . . AND MORE BESIDES!

THIS TOPICAL GAMES COMPENDIUM OFFERS A TRUE SPORTING CHALLENGE

Pack includes: C64 Computer 1530 Datasette Quickshot Joystick Matchpoint (Tennis) Snooker World Championship Boxing, Daley Thompsons Supertest Hypersports, Basketball Matchday II Daley Thompsons Decathlon Basket Master Track and Field

PLUS POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

£149.99

+ £5.00 post and packing

A GREAT DOUBLE THEME PACK OFFERING THE BEST OF HOLLYWOOD PLUS A COMPENDIUM OF T.V. GAME SHOWS

Pack includes: C64, 1530 Data Cassette, Quickshot II Joystick, The Great Escape Miami Vice Platoon Rambo Top Gun Every Second Counts Blockbusters Bullseye Trivial Pursuit Krypton Factor

Plus POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

ONLY **£149.99**

+ £5.00 post and packing

AN EXCELLENT PACK PROVIDING HOURS OF ENTERTAINMENT FOR ALL THE FAMILY

Pack includes: C64c Computer 1530 Data Cassette, Quickshot II Joystick, Personal Hi-Fi, Commodore Juke Box Audio Tape (10 Hits), Yamaha SHS10 FM Digital Keyboard with Midi, Ghostbusters, Rollaround, Tau Ceti, Agent XII, Surprise Game

Plus POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

ONLY **£199.99**

£5.00 post and packing

HOLLYWOOD PACK

PACK

1541 II DISK DRIVE PACK

Pack includes

1541 II Disk Drive 10 Excellent Disk Games, 20 Blank Disks, 5¼" Diskette Storage Box AND GEOS!

£169.99

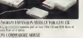
£5.00 post and packing

CONTROLLER

ICONTROLLER

Icontroller is semi permanently mounted on your computer monitor. Icontroller leaves hands on the keyboard while executing with commands with your fingertips.

£15.99



A) 1750 RAM EXPANSION MODULE FOR CBM 128

Simply plug into expansion port on your CBM 128 and 512K Bytes of additional RAM are available

B) 1351 COMMODORE MOUSE

The Commodore 1351 Mouse is specially designed for use with the CBM 64/128.

C) 1764 RAM EXPANSION MODULE FOR COMMODORE 64

How do you get a total of 320k Ram on your 64 - just plug in the 1764 Module

A **£149.99** B **£19.99** C **£99.99**

All prices + £5.00 post and packing

SEIKOSHA PRINTER

SEIKOSHA PRINTER

Compatible with most makes of Commodore computers. Features variety of fonts including graphics and near letter quality, tractor feed and paper separator able

£159.00

STARFIGHTER

Compatible with Sinclair Spectrum Commodore Atari Computers, Atari 2600 Video Games Systems.

£14.95

CHEETAH 125+

Compatible with Spectrum Commodore Atari 2600 Video System Atari, Amstrad PC Amstrad

£8.95

SLIK STIK JOYSTICK CONTROLLER

Compatible with Atari Computers, Atari Games System Commodore

£6.99

RA[illegible] MICROSWITCH JOYSTICK

Compatible with Atari computers and Video Games Machines, Commodore/PC's (with adapter), Spectrum (with adapter) Commodore

£9 99

CHALLENGER DELUXE

Compatible with Spectrum (with optional interface), Commodore Atari 2600 Video Systems Atari Computers Amstrad computers

£4.99

TAC 5 CONTROLLER JOYSTICK

Compatible with Atari Commodore

£13.99

COMPETITION PRO 5000

Compatible with Commodore 64 and Vic 20 Sinclair ZX Spectrum (interface required).

£14.95

TAC 2 CONTROLLER JOYSTICK

Compatible with Commodore 64 and Vic 20 Atari Computers Atari Game Systems

£10.99

MULTI-FUNCTION JOYSTICK

Compatible with [illegible] Commodore C16/+4 (adaptor required) Atari

£24.95

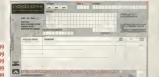
NEW

ONLY AVAILABLE FROM POSTRONIX LTD

A whole new range of innovative computer covers made from durable clear plastic. Designed to fit your computer perfectly not only safe from dust but also all forms of accidental damage

C64 OLD STYLE	£6.99
C64C NEW STYLE	£7.99
AMIGA 500	£9.99
ATARI 520ST	£9.99
ATARI 1040ST	£9.99

LARGE STOCKS OF SOFTWARE & ACCESSORIES FOR ALL 16 BIT, 8 BIT COMPUTERS – ALSO ALL MAJOR GAME CONSOLES – PHONE (0604) 791771 NOW WITH YOUR REQUIREMENTS.



OFFER APPLIES TO U.K. ONLY. OVERSEAS ORDERS CHARGED AT OVERSEAS RATE.

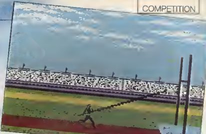
Beat EPYX at their own game

DESIGN a game . . .

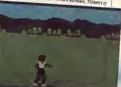
En garde to beat this fencing in Gold Silver Bronze

WIN an Amiga . . .

It's going to be a cold, lonely job beating this the luge in The Games – Winter Edition *(C64 screen, TGM008)*



It's a tall order to beat this pole-vaulting in Summer Games (Spectrum screen, TGM011)



On your marks to beat this BMX biking in California Games (C64 screen, TGM001)

PLAY play play!

Super sports fever is back with the release of Epyx's latest Olympic-style challenge, *The Games – Summer Edition* (reviewed last issue)

We've already had the winter version we've had *Summer Games* and *Summer Games II*, we've had *Gold Silver Bronze* seven in the series in fact

It doesn't seem likely that Epyx will ever run out of ideas – but just to spark their sporting imaginations a bit they've decided to offer an **Amiga A500** and **20 games** to the best sports-game designers out there And that means **you**

Hey, machine-code maniacs restrain yourself – Epyx don't need a finished version, all they want is the *idea* for another *Games* game

You call the tune

You can use any theme you like – spring games autumn games, space games, early Victorian games – so long as there are *eight* events and they're for solo athletes, not teams (Football managers need not apply)

Interested? Take a look at the *Games* screens here and if you think you can match the standard just send a description of your eight events on a postcard or the back of Barry Norman to **THE EPYX COMP, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB*** to arrive by **January 15 1989**

The best entry received by that date wins an Amiga A500 ready to play Epyx games, and the next 20 receive copies of *The Games – Summer Edition* (so don't forget to tell us what format you'd like)

Play on!

DON'T FORGET!

We bet you thought we were going to remind you about those oh-so-boring rules on the contents page Well you were right but there's something else, doctor **The price of postage has gone up.**

First-class stamps for an ordinary letter are now 19p second-class are 14p Please make sure you put the right stamp on all your letters to TGM because otherwise we have to pay the difference, and goodness knows we're not made of money Well not all of us anyway

from Rainbow Arts famed for their exciting and original games. Don't miss these three new software sensations.

"This is a strategic masterpiece which will keep you playing for many hours."
Computer Games Week

Gameplay 97%
Graphix 96%
Sonix 87%
Overall 95%
Computer Games Week

Amiga £24.99
Atari ST £19.99
IBM PC £19.99

REALM OF THE TROLLS – Encounter over 200 troll grottos and be prepared for hundreds of hidden surprises as you recover the priceless treasures stolen by the tyrannical trolls

JOAN OF ARC – Relive the fantastic destiny of France's most famous heroine. An action packed game filled with deeds of valour and also with intrigue and political infighting.

SPACEBALL – Win back the planet Utalis from the dreaded Jitterbobs by playing Spaceball – the end game of the future requiring intense concentration and skillful reflexes

Amiga
£24.99 disk
Atari ST £19.99 disk
IBM PC £19.99 disk
CBM 64/128 £9.99 cassette
£14.99 disk

Amiga disk £24.99
Atari ST disk £19.99
CBM 64/128 cassette £9.99
disk £14.99

U.S. Gold, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel 021 356 3388

INFORMATION DESK

Questions aplenty as once more Robin Hogg racks his brain for answers to some of life's greatest questions.

ERIC SEMPLE of Montrose has a question about machine code programming on the Commodore 64

- For the past year I have been trying to program in machine code on the Commodore 64 Can you recommend a good book and assembler for use by beginners?

Funny you should ask at this time Eric but Leisure Genius have acquired the back catalogues of New Generation Software titles – among them *The Machine Code Tutor* priced at £14 95 which should suit your needs perfectly Contact Leisure Genius through the Virgin address. Melbourne House used to produce a series of very useful books for the Commodore 64, one of which was machine code for beginners so it is now an old stock product it would be hard to find However, Toys 'R' Us of all places do stock it so try your local store

Rick Wayne of West Midlands has an easily resolved problem

- Can you tell me how to get back issues of TGM?

Take a look in the TGM Shopping section of this issue and lo and behold there should be a Back Numbers service Simply ring the ones you want, send us your dosh and we'll do the rest.

Soo Bong Ang of Kensington wants to know

- Is *RoboCop* coming out on the Sega?

Nothing is planned although it is coming soon to the Nintendo

For those of you still searching for Laser Disk players (and still writing in asking where to get them from) why not try one of the many Radio Rallys held the UK. At a recent Radio Rally in Carmathen I spotted fully functional laser disk players asking for £12 (yes, one more than eleven!), CD players going for £90 MSX's at £50 a throw and Commodore 64's up for grabs at £45. Guarantees for the equipment are non-existent of course but the Rally dealers are generally reputable and for computers and other popular high technology goods there are be plenty of repair firms around. For Laser Disk players though it may be a little harder to find a repair firm but for £12 you can't grumble

Mark Watson of Preston asks

- Can you tell me if there is an organization similar to the Pinball Owner's Association but dedicated to video games? I intend to buy an arcade machine and need some advice and what the pitfalls are Buying blind could be very expensive

There is no association as such but contacting distributors and amusement arcades themselves is your best bet. For further information why not try the classifieds in the trade paper *Coin Slot* where distributors/ manufacturers advertise their machines and PCBs (old and new) A yearly subscription is £32 00 Contact the subscriptions department through World's Fair on ☎ 091-624 3587

David Bal of London finds EGA confusing

- What exactly is an EGA card? What is it compatible with? How much does it cost? Is it as good as an Amiga?

EGA stands for Enhanced Graphics Adapter and is a board installed in IBM PC's and their clones Boasting a variety of resolutions among them 640x200 resolution modes the board can display 16 colours at any one time Priced at anything from just under £100 to a couple of thousand (depending on the capabilities of the board) EGA is well worth fitting to a PC Not as good in use of colours (16 compared with the Amiga's 32 minimum, and 4096 maximum) EGA does add a lot to PC games when the program takes it into consideration (example games include *The Games Summer Edition*, *Gunship*, *Elite* and *Sentinel Worlds* which is reviewed this issue)

Anthony O'Brien of Merseyside wants to know the truth about the CD scare stories.

- How many minutes can you fit on a compact disc? Are they as tough as people make out? Do CD's deteriorate with age and use? Which two companies invented CD's – Philips and Sony? Does the laser emit radiation?

CDs are very tough and can withstand a lot of punishment (although they are *not* unbreakable and using them as frisbees is not adviseable) Certain scare stories which have emerged recently regarding the ink on CDs eating away at the disc don't hold up considering the fact that CD's are still a new concept. Philips and Sony have been leaders in the CD field since it first began with Philips bringing out the first CD based on the now defunct video disk technology

Christopher Phillips of Stocksfield wants to know

- Are there any inexpensive *Mini Office* style programs for the Amiga? Is the Brother M-1109 compatible with the Amiga? It has serial and centronics ports

A *Mini Office* style series of packages are to be released early next year for the ST and Amiga Each package (word processor, communications software, spreadsheet, database etc) will cost around £24 95 and come as seperate programs Providing you've got the relevant serial/centronics leads, yes (see your local dealer or computer store)

Thomas Johnson of Newcastle says

- I have a damaged Kempston printer interface where can I get it repaired?

Try The Computer Shop at 7 High Friars, Eldon Square, Newcastle Upon Tyne, NE1 7XG (☎ 0670-351727) they are agents for Microbase a local repair service so why not give them a try

And finally Following on from the PC Engine question in last month's Information Desk the Engine will run on the British electricity supply with an A/C adaptor such as the type sold through the electrical components firm Maplin (☎ 01 748 0925) price £2.99 Micro Media who supply the Engine in the UK sell the console with a PAL format or SCART interface Well now you know

Don't keep those questions to yourself send em off to INFORMATION DESK and who knows you might even get an answer! No personal replies can be given so please don't send SAE's. Write to INFORMATION DESK, THE GAMES MACHINE *PO BOX 10 LUDLOW SHROPSHIRE SY8 1DB*

VECTOR SOFTWARE
SPECIALISTS IN MAIL ORDER

Dept. 8
VECTOR SOFTWARE
10 Barleymow Passage
Chiswick
London W4 4PH

Advance Orders Accepted
Call 01-994 6577 and ask for VECTOR SOFTWARE
(Weekdays 10 am – 6 pm)
ENQUIRIES ALWAYS WELCOME

ATARI ST

[illegible]

Orders normally despatched within 24 hours

– – – –

Orders payable to VECTOR SOFTWARE

– – – –

Any titles which are not yet released when ordered will be sent on day of release

– – – –

All prices include VAT and p + p in UK. Please add £2 to overseas orders for p + p. Add 50p to your order if you require recorded delivery (UK only). Please make Cheques/Postal Orders payable to Vector Software. Orders normally despatched within 24 hours. Send SAE for free price list – please specify machine. Any titles which are not yet released when ordered will be sent on day of release. No visitors please – we are a specialist mail order company

PC ENTERTAINMENTS

SOFTWARE LTD

SEND for our FREE CATALOGUE

THOUSANDS of TITLES

over 200 for IBM DISC

.GAMES.
For most COMPUTERS

* SPECIAL OFFERS *

TEL 0437 – 721835

ROYAL GEORGE
SOLVA HAVERFORDWEST
DYFED WEST WALES SA62 6TF

8 BIT/16 BIT GAMES REQUIRED

We urgently require 8 bit/16 bit budget games on Spectrum 48 and 128k, Commodore 64, Amstrad, Atari ST/Commodore Amiga formats for immediate evaluation with a view to publication

Good prices paid for quality work. Your games could end up as a release on our budget label. We are Video Images and are hoping to hear from you soon

Send any games with accompanying details in complete security and confidence to

Product Evaluation,
Video Images,
Unit 7, Normanby Park Workshops
Normanby Road, Scunthorpe
South Humberside DN15 8QZ
Tel 0724 280772

READERPAGE

"To earn a wage gives you a feeling of satisfaction, instead of doing nothing thinking because I'm disabled why should I go to work?"

Simon Glister of Southampton scoops this months £80 software jackpot with some comments that we could all learn from

IN PRAISE OF CYBERNAUTS

Dear Games Machine
Go and pat Mel Croucher on the back, please. Why? Well, for the brilliant piece of journalism on the cybernauts and the fact that if it wasn't for the silicon chip they see I would just be sat at home watching the television. Let me tell you a story.

I am 18 years of age and am confined to an electric wheelchair. The reason for this is simple – I suffer from Muscular Dystrophy. If you don't know what that is go and look it up in an encyclopaedia. For those of you without an encyclopaedia it's like Pac Man (remember him?). Basically it's a wasting away of all the body's muscles (starts in the legs and works its way upwards – Pac Man style). Of course there's a lot more to it than that, but that will do for the time being.

Now if it wasn't for the silicon chip I don't know where I'd be. Why? Well, it's simple. For a start, to write would take well over two hours and there would be no way for me to post it. I would be stuck at home watching TV with noone to turn the channels for me. There would be no way for me to work or earn a living.

Thanks to the silicon chip, however, it's a case of look out world, I'm here! Would you believe what have got silicon chips in? My wheelchair, for a start, had four of them to control movement, lights, indicator and power. Then there are computers. Infra red remote controls make my life so much easier.

To earn a wage (okay, so it's small compared to other people) gives you a feeling of satisfaction instead of living off the government doing nothing, thinking 'because I'm disabled why should I go to work?'. This is not the way the majority of disabled people think. Believe me, the amount of people saying things like 'Quick wrap him up, he might be cold' or 'Does he take sugar?' when they are asking right next to you happens so often that it is just a joke.

Anyway, what I'm saying is that, although cybernautics might be a new thing for the rest of the world, for the one in four of us it's nothing new.

You haven't fallen asleep on me have you? If you have I'll have no choice but to confine you to a wheelchair for one day and tell you to go and do the shopping!
Simon Glister, Southampton.

WHICH CONSOLE?

Dear Games Machine
I moved to Australia from Hong Kong a few months ago. I owned a PC and want to get a game console, but don't know which one is the best for games.

Over in Hong Kong there are two types of Nintendo – red and white or grey. The cartridges are very cheap at between $5-$10 and disks are even cheaper between $4-$10 and most of them are from the arcade like *Double Dragon*, *Salamander*, *Street Fighter*, *1943*. Some games from Japanese cartoons are even better than the arcade games.

The PC Engine is a new game console with the best graphics but it doesn't have many games. Do you think I should buy it? *After Burner* and *Shinobi* are my favourite Sega games and they're out on the Sega Master System.

So which one should I buy – Nintendo with disk drive, PC Engine or Sega?
Stan Ieong, Australia
That's the sixty four million dollar question and ultimately it's a question of personal taste. The PC Engine undoubtedly has the superior graphics but the software support for the machine is dubious at the moment. Nintendo and Sega both have their followers, we suggest you look at the games you really want to play and then see which machines they are available on.

JUST GLUT WITH STUPIDITY

Dear Games Machine!
I'm just glut with all this stupid thing! What do you think you are? here? I'm a Portuguese user and I don't understand! Why don't you talk about MSX?

What I want to tell you is this: If this is a really computer magazine, it should talk also about MSX!!! TGM talks chiefly about 16-bit computers, why don't they talk about MSX 2? You never see an MSX 2 game? Take a visit at Perry Mason, the computer game by Ideologic on the MSX 2! Sorry if I'm rude. I know the MSX 16 bit not yet to arrive in the UK, but consideration is needed! And about *Dragon Slayer*... it's a Walt Disney movie and the hero is not a warrior but a wizard and the dragon's lair is a cavern!
Thank you for the attention.
Sergio Nuno Sousa, Portugal

Er, quite

WHEN IS A GAME NOT A GAME?

Dear Games Machine!
That's it, that's done it, now I'm really riled! I've just received notification from a mail order firm that *Federation Of Free Traders* on the ST, a game that I ordered weeks ago, will not be available at the end of November.

My other experiences over the last week or so with various mail order companies are the cancellation of my order for the ST version of *Kennedy Approach* which in the adverts is out now. It's not expected for another month. Similarly I ordered and paid for the ST version of *Barbarian 2*, now at least another month away.

My suggestions to prevent the hype and to prevent similar frustrations is as follows:
1) Magazines should only allow an advert of a new game if there is an anticipated release date.
2) Reviews (not previews) should only be done when the game is about to be released.
3) Mail order companies should be prevented from advertising games that are not likely to come out for some time. Look at *Alternative World Games*. The ST version was advertised before last Christmas. And how about the delay on *Outrun* for the ST last year. Now it's *Afterburner* and *R Type* etc.

Just study some of the adverts around. I can only comment on ST but I bet other machines are similar. *Kristal*, *Heroes Of The Lance*, *Mars Cops* are just a few of the culprits.

Imagine this happening in the car industry. You order a brand new 1988 model and wait, wait and then told it's been delayed and is never going to be manufactured. It would never happen, so why should it in the software industry? Let's fight this hype and get the industry in order.
A.M.Adams, Kent.
Although there are major differences between the motor industry and the software industry, your points are valid ones. However, you must keep in mind that distributors and dealers are often as much at the mercy of the software houses and their hype as you or I. There have been some notoriously long delays in both the coding and disk conversions of certain games, some for entirely legitimate reasons, others more dubious. It would be impossible to check the claims of every advertiser and therefore the reader must in that which there is any doubt about the release date of a product, check with the dealer concerned before parting with your money.

ST AND AMIGA

Dear Games Machine
I'm as sick as a parrot of all this ST vs Amiga rubbish! Surely these people need to think twice about two facts which are these:
a) The ST was the only affordable advertised 16 bit machine over a year ago, which most people bought them. Surely Amiga owners don't think these people who have bought loads of software for the machine will all swap it for the Amiga?
b) Games wise the Amiga is technically superior and your mega technical run down shows this clearly enough even for the myopic.
c) Yes, software for the ST is more abundant and more often of a higher quality at present. If everyone jumps on the band wagon it will remain that way.
P.s. As an Amiga owner I am definitely not a rich b*****d.
M.Burley, Kent.

DRAGONS LAIN

Dear Games Machine
I am writing to you concerning the article in TGM008 on *Dragons Lair* on laser disk using the Atari ST. Would you believe me if I told you that it could be done on a feeble 8 bit computer using a LD player – say the Pioneer LD 700 as used by you in your review. I'd better mention that the computer I am talking about is in fact a MSX computer which was sold in UK and probably still available at a discounted price.

The model is the Pioneer PX 7 which has video input and output as well as Audio L&R input and output and remote control for the LD-700 & LD1100 as well as the two sound channels all the commands needed built in. I am sure Microdeal could see a market for this system as there are a number of units in UK not to mention Japan where the bulk of them reside. All these capabilities are possible from a feeble 8-bit MSX.

By the way there is a magazine for MSX owners which your readers might be interested in. It's available from the following address: Compusel Forum, PO Box 37, MT Hawthorn 6016, W.A.Australia.
Craig Hurney, Australia

APPALLED

Dear Games Machine
Re piracy: I enjoyed the feature in TGM013 on this controversial topic. It is clear that piracy is an almost impossible problem which doesn't seem to have a definite solution.

However, it infuriates me to see pirates at work using peripherals which are that artfully designed for the job.

I quote: '*You can skip around the protection anyway*,' says Robert ... '*He uses Trilogic's Expert Cartridge – a common pirates' tool.*'

If it is such a common tool used by pirates, why the hell isn't it taken off the market?

It's amazing the innocent stand pirates take. They come up with some fascinating excuses: a) *We shouldn't have to pay for trash.* b) *If software houses release trash they deserve all they get.*

Well, if the games are such *trash*, why do pirates copy them? Certainly not for themselves. Another lovely quotation from your article: '*We don't call ourselves pirates because pirates do it for gain.*'

I see, now you don't gain anything from copying your pal's game, it's just for the fun of it. It only means you don't have to pay £10 for it yourself. How nice.

'Distasteful'
Personally I think software buyers are downright distasteful on the whole. 80% of software buyers have copied or received a copy of a computer game with apparently no conscience.

If I were the software houses, I

wouldn't produce a game for six months and see how the buyers feel.

They complain about crap on the market – okay, so 90% of software is crap. But we have magazines which tell us which are the good, the bad and the ugly.

I spend maybe £25 every three months on one game for my Amiga and it keeps me happy for three months. I check in all the magazines before I buy and I am careful. If everyone did that, we wouldn't have feelings of being swindled.

I'm afraid that the simple fact is, despite what pirates themselves say, piracy boils down to simple human greed of wanting something for nothing.
Demetri Panayi

For a start, Trilogic's Expert Cartridge can't be taken off the market just like that, any more than kitchen knives can be taken off the market because people use them in violent crime.

Trilogic argue, of course, that there are many above-board users of the Expert Cartridge – mainly programmers (the example they cite is John Twiddy of Scart Warriors, who uses it regularly).

And that, in a sense, leads to the east answer. Pirates would probably prefer to be wannabe programmers as crackers. It's getting round the protection and 'training' the game (adding infinite lives etc) that gives the real thrill. Copying it and putting their code name on it is really just a way of showing that they did it first.

In fact, pirate Robert (whom you quote) recently told Barnaby Page (the author of the article) that he never plays most of his games. Nor, no doubt, do many other pirates – and remember that many cracked games never go beyond the pirate circle and none are sold.

We at TGM do think piracy is wrong, because it's breaking the law. The statement that pirates want 'something for nothing' is a simple way of explaining it as purely greed-ward wine lines that we don't believe it's true.

WHY NO TV?

Dear Games Machine
Why, oh why, are there no television programmes dealing with computer games and hardware? Even Channel 4 doesn't have a computer show and I thought it was supposed to represent minority interests! There must be millions of computer owners as well as people who use computers for their jobs. Also, just because a person doesn't own a computer doesn't mean that they aren't interested in them. Take cars for example. I am not a cars enthusiast, but I still watch *Top Gear* now and again. TGM must have some high contacts, so couldn't you do something to put me out of my misery?
Niels Campbell, Dumbartonshire.

Can any of our televisual high-ups help Mr Campbell?

NOSTALGIA

Dear Games Machine
I was recently leafing through some old ZZAP! 64s dating from 1985 and the memories they brought back to me made me realise that while from time to time the technical quality of games has improved drastically, the general fun and playability of games has gone downhill.

Look at the 'excellent' games of the moment: *Carrier Command*, *Interceptor*, *Starglider 2* – all rated highly by most computer magazines but all proving to be ultimately very disappointing in my opinion. Perhaps it's because the 16-bit market is quite young and companies are relying on graphical excellence to sell a game. *Carrier Command* is slow, frustrating and often boring – once the enemy carrier is encountered it's a piece of cake to blow it out of the water.

Starglider 2 has an enormously large playing area but the surfaces are all the same and the tunnel sequences are not exactly enthralling. *Interceptor* is easy and repetitive. All of these games are graphically brilliant – but so what? I can remember playing for hours on end on my 64 back in '85 and I can remember being totally addicted to the games available then. Games like *Paradroid*, *Balthazar* and, in my opinion the best game ever written, *Mercenary*.

Until I find something of interest in the 16-bit market that really holds my interest I'm just going to have to sit back, read my old magazines and reminisce on days gone by.
Carl Stagg, Southsea

AMIGA AND ST

Dear Games Machine
I would like to say that I'm sick of people going on about the Amiga and the ST.

The people who write in to you always say how much better the Amiga is to the ST, but the thing that gets me the most about these people who have 16-bit computers is that they don't know how lucky they are. Don't you think that any computer you might have is better than none at all?

I would like to say how much I enjoy your magazine. I've been collecting it since issue one and find that it's improving as the months go by.

Oh – I would like to say something about a certain A.S. Tee from Worcestershire in TGM013. What on earth does he need all these STs for?

Well, keep up the good work and I hope your magazine continues going strong.
Malcolm Major, South Humberside.

CHESS AND CONSOLES

Dear Games Machine
After reading your great mag for nearly one year now, I thought I might as well write to you.

I must give you some very BIG thanks for your mega-supersonical-ultrabrilliant-astonishing MIDI supplement in TGM012. No, I mean it – it's brilliant in its simplicity. Finally someone had the idea of putting everything about MIDI together not just for the beginner, but also for the more advanced musician!

And just in brief – I was looking for a reasonably-priced MIDI keyboard (after fiddling with my little Casio) and after reading your supplement I finally could make up my mind. By the way, I've bought the Yamaha PSS 480 – it's great stuff for little money!

Also, I will be looking forward to more information about that new games console. Remember the PC Engine? Only one month ago everyone was convinced this the was the icing cake, but it seems there aren't that many people who can buy it – so please don't rave too hard. It might turn out to be less 'super' than you think, although I hope it will be great. And when they manage to drop the prices of the software, I might even want to buy one myself!

And now for a question about the great-looking *Battle Chess* for the Amiga – could you tell me who it's aimed at? As stated, it looks and sounds good, but after a few games one probably will get very tired with the very long pauses because some data must be loaded.

What do you end up with after this? A chess game real chess fanatics won't buy – it really isn't strong enough. *Paian Chess* butchered *Battle Chess* in ten test games (*Paian* on my ST, *Battle Chess* on my friend's Amiga).

And arcadeholics who can't play chess will see themselves why they bought it once the novelty has worn out.

Rob Hegerman
Karel Doormanstraat 3
7204 JH Zutphen
Holland

New console? We assume you're talking about the Konix Slipstream and there's more news on that in this month's TGM Report – including the good tidings that software will cost as little as £15.

Battle Chess is the computer equivalent of a coffee-table book – something which one dictionary defines as 'a book designed to be looked at rather than read'. Replace 'read' with 'played' and you probably get the message.

SEXISM (AGAIN?)

Dear Games Machine
I object to being called a pervert by A.Miga and L.Robart (TGM012). I am male and am not writing from Greenham Common.

Women should not be portrayed as sex objects. Women are just the same as men, except for differences in certain body parts. I would object to being seen as just a sex object, but I'm lucky that I'm not. If anyone wants to gloat over female bod as they should buy *Playboy*, not TGM.

Now to change the subject! This Atari ST/Amiga war is pointless. Both are good computers and neither of them are used to their full potential. I have an ST but I think the Amiga is better in many ways, and vice versa.

The price of 16-bit games is lunacy. Playability and lastability are not taken into account when 16-bit games are designed. In many ways I wish my trusty old '64 worked! The games were better and didn't cost 20 quid.

Mel Croucher is wrong in recommending graphic equalisers for personal stereos. They are just gimmicks that have a detrimental effect on sound quality. It may be fun to play about with sliders, but hi-fi is about playing music exactly as it was recorded. Many hi-fi experts do not even think that treble and bass controls should be fitted on amplifiers.

Your magazine is the most interesting and sensible one and I think it's great! Keep up the good work.
Mark Ivens, London NW5.

MSX AGAIN

Dear Games Machine
Firstly, may I congratulate you on an excellent magazine. It is by far the best multi-user mag around.

Now to the point of this letter – the MSX. This computer is truly wonderful. One I believe that you cannot put it down unless you have played *real* software like *Nemesis 2* or *F1 Spirit*. You know because you have played them. I know because I have played them, and if you hook up your MSX to a stereo you are in for a real treat!

It has to be said that no really great software support has been given but it could all change if people started to buy the machine. You not only have the choice of MSX but also of MSX 2. What more could you ask for?

But now for the bad news. Philips, producers of the MSX 2, see the 16-bit micro as the future, so from December they will stop producing MSX 2. This was heart breaking, but now Philips are working on a board for their PC range that turns it into a 16-bit MSX! So now you can play all those brilliant games on the PC – oh truly wonderful!

I hope now that people will look at these machines with as much envy as the ST and Amiga. They deserve it.
Stephen Charnock, Kidderminster

Last month it was the ST/Amiga war, this month MSX gets all the praise. If you've got something you want to get off your chest, be it praise or condemnation, don't forget to drop TGM a line – £40 worth of software is up for grabs for the best letter of the month. 8-bit, 16-bit and consoles, Readerpage is your forum. Write to READERPAGE, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB*

CRUCIAL COMPILATION

ocean

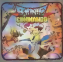
SPECTRUM
AMSTRAD
COMMODORE

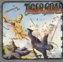
CASSETTE
£12·95

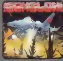
Ocean Software Limited · 6 Central Street · Manchester M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

U.S. GOLD STAR DEALER

THUNDER BLADE™


BIONIC COMMANDO™


TIGER ROAD™


ECHELON™

THE DEEP™

Merry MICROBYTE Christmas Gift

Available ONLY from the following...

176 Halle Mall,
Arndale Centre,
MANCHESTER

46/47 Greenmarket,
NEWCASTLE,
(Opening Dec.)

99 Kirkgate,
WAKEFIELD

29 Victoria Street,
LEEDS

Kirkgate Mall,
Kirkgate Centre,
BRADFORD

66 Garden Walk,
Metro Centre,
GATESHEAD

Buy any **U.S. GOLD** product featured on this page from any of the MICROBYTE Home Entertainment Centres and we will give you a **FREE MICROBYTE GIFT!** (Approx Value of £2)

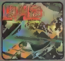
All we ask is that you bring the voucher on the bottom of the page.

MICROBYTE / U.S.GOLD

Voucher

This voucher entitles the bearer to a **FREE GIFT** with any purchase of the Game titles listed above, from any **MICROBYTE Home Entertainments Centre ONLY.**

GIANTS™


1943™

SUMMER EDITION™

STREET FIGHTER™

JOAN OF ARC™

the charts

Like, wow, merry, y'know what would technophile low semi-hippy programmer Jeff Minter want for Christmas?

OUR FAVOURITE PHRASES

- Unfortunately this disk I'm showing you doesn't have that feature, but it'll be brilliant in the final version
- **I can't tell you offhand what the memory requirement is, but I'm sure it will work on your machine, now if you'd just sign here**
- The PC Engine is definitely 8-bit
- **The PC Engine is definitely 16-bit**
- We'll be sending you the Parsec Pixel Plus next week
- **Can we have a double-page spread for Budget Rip-off Simulator please?**
- You're from TGM Report? Oh, um, I'm afraid [insert name of controversial company then] is away all week.

READERS' CHARTS

Become rich and famous. Well, one out of two ain't bad – we welcome your charts on any topic, and though we don't pay for them, you get your name emblazoned in real ink on every copy of the magazine.

Truly a priceless heirloom of the typesetter's and designer's art to cherish, so send 'em in to **Charts, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB***

PRETENTIOUS SOFTWARE NAMES

- **Walking Circled**
- Digital Integration
- **Digital Inspiration**
- Thalamus
- **Electric Dreams**
- Magnetic Scrolls
- **Sentient Software**
- Delta 4

BRITAIN'S BIGGEST

1 **IBM** PCs (59)
2 **Amstrad** PCs, CPC, PCW range, Spectrums (197)
3 **Hewlett Packard** printers (218)
4 **Virgin Group** Virgin, Mastertronic, Melbourne House labels (287)
5 **Motorola** chips for Amiga, ST and Apple Mac (304)
6 **Toshiba** PCs (334)
7 **Wang** PCs (398)
8 **NEC** portables (601)
9 **Commodore Business Machines** C64, Amiga (726)
10 **Apricot Computers** PCs (742)

Ocean, eat your heart out – a recent list of Britain's top thousand companies showed that the money's still in hardware. And here we reveal the top ten firms in microcomputing.

For each company we've shown what micro products they make, and (in brackets) where they rank in the list of all companies. (For trivia addicts, British Petroleum takes first place.)

PS We missed out British Telecom, the country's number four firm, because Telecomsoft is such a tiny part of their activities.

SOURCE: *The Business 1000*, *Business* magazine

DEAR SANTA…

What they want for Christmas

- **The Amiga** A MIDI port, 'cos then I'd *really* be **better than the** machine next door
- **Mediagenic (previously Activision)** The good old days
- **Alan Sugar** People to stop calling me a 'former barrow boy'. I still am one at heart!
- **The ST** Graphics and sound custom chips, 'cos then I'd *really* be better than the machine next door!
- **Code Masters** The respect we deserve. Also, people to stop making jokes about the Darlings
- **Archimedes owners** Software
- **Potential new CD-ROM player owners** Hardware
- **8-bit fogies** More games like *Jet Set Willy*; this 16-bit business is all very well but
- **Jeff Minter, Llamasoft** Yeah, right, an Alan Alan Transputer workstation, a laser video projector, unlimited supplies of Inca Cola, all of Floyd on CD, herds of llamas to molest and I'd like Peru.
- **The Oric 1** A disc drive, another 496K of **RAM** and a processor **twice** the size and speed, 'cos then I'd really be better than the machine next door! Oh, and some software. And some users.
- **Robin Hogg, TGM** Corinne Russell and an F-16 jet for extra thrust power

WHO'S ■ SUING ■ WHOM

- **Code Masters** are suing fellow budget house Alternative Software because the packaging of Alternative's *Formula Grand Prix* allegedly plagiarises the packaging of Code Masters's 200,000-seller *Grand Prix Simulator*.

  Code Masters want the court to prevent *Formula Grand Prix* from being distributed and damages.

  Formula Grand Prix itself is a rerelease of *Formula One* from CRL, who can be found elsewhere in this Hegakun chart.

- **CRL** are suing Electronic Arts for allegedly not paying them £204,000 in royalties.

- **Apple Computer** are suing Microsoft for allegedly unauthorised use of their WIMP environment in *Windows* version 2.03. They want Microsoft to stop and unspecified damages.

  (A bitchy aside: The original judge on this San Francisco case, Robert Aguilar, was replaced by William W Schwarzer, apparently after Apple complained that Aguilar's son worked for Hewlett Packard, which is also involved.

  The new judge had already been assigned by late October – he contacted Apple regarding the case on October 25 – but news items on this stunning development did not appear in certain quarters of the British computer press till late November. First news, then non-news every week.)

Who's suing Whom details were correct at press time

SOFTWARE RISING

'If today is your birthday your hard disk will crash.' That's the familiar image of **astrology** – pseudomystical columns wrapping up **fish**.

But as TGM discovered, there's more to stargazing than meets the eye. And now you can do it on your computer with *PCA*. Jon Rose puts the **future** in your hands.

Astrology will never seem the same again – now the heaven gazer's cluttered collar of astrolabe, sextant, compass and endless charts has been replaced by a micro. The principles haven't changed but astrological software effectively takes the legwork out of calculation.

Planets move in mathematically predetermined cycles so it is possible to quickly chart the position of any given planet with pinpoint accuracy thousands of years into the past and into the future. And of course computers don't make mistakes.

Some programs also provide interpretation: not only will they process all the natal data to generate the birth chart, but they'll tell you what it means as well.

And though astrology is a vast subject at its mathematical roots it is concerned with three basic variables: signs, planets and houses.

Inside the zodiac

The 12 houses of the equal house system – best known as the signs of the zodiac – represent spheres of activity in life. The second house, for instance, is linked with 'money', the sixth with health, the tenth with career and so on.

The sign of each house shows the way in which these activities will occur while the planets show where and when.

The sign which is coming over the horizon at the moment of a person's birth is 'rising' and constitutes the position of the cusp of the first house. This corresponds to the temperament and outward nature of the person or native. Any planet close to the rising sign is also significant to the astrologer.

Newspaper astrology columns concern themselves only with sun signs – Cancer, Scorpio etc. Each of these covers several weeks and therefore applies to many people, unlike the birth chart which is as unique as a fingerprint (even twins are born minutes apart).

The position of the sun in the birth chart represents the ego or conscious mind. The sign which it is found in and the rising sign provide two important personality traits. The moon is seen to signify the unconscious or intuitive mind, while Mercury represents reasoning and intellectual ability.

Once the basic chart has been constructed and the planets placed in the various houses, the next thing the astrologer turns to is the aspects. These are the relationships between the planets depending upon their distance apart in the chart.

The astrologer will generally ignore variations of 8° either way – for example, 172° and 188° would both be treated as 180°. This margin, which can be changed, is known as the applying orb.

Two planets 180° apart are said to be in opposition. If they're close together within the applying orb they are said to be in conjunction. The other main configurations to be considered are sextiles (60°), squares (90°) and trines (120°).

But if all this geometry puts you off, that's where The Electric Ephemeris's *PCA* software comes in.

Onscreen astrology

After booting up *PCA*, the user must input essential details for the birth chart: name, date of birth, time of birth, zone, town of birth (longitude and latitude), harmonic, orb and printer. (Usually the default values will be used for the numeric variables.)

The program comes with a gazetteer covering 1,000 major towns and cities for which it will automatically produce the longitude and latitude. This is a very useful facility because when in doubt you can always input a town near to the place of birth. There is of course a facility for saving your own map references to the gazetteer file.

ZONE is a variable which can be ignored if you have already converted birth time to Greenwich Mean Time. In this case the zone would be 0, the default. British Summer Time is zone 1 and so forth. If the place of birth is west of Greenwich the zone will be a minus number.

HARMONIC refers to a way of mathematically advancing the birth chart for a given year. But harmonics are a relatively recent innovation, not essential, and so this number can be left at the default 1.

ORB allows the user to specify how wide or narrow he wants the aspects to apply. By default this remains at 8°.

When this data has been input the user can choose whether to use a printer or not. The complete birth data can then be saved to the data file for later use.

And what to do next is up to the user.

LIFE THE UNIVERSE AND EVERYTHING

The principles of astrology are based on a very ancient world view: man is a microcosm of the universe and all events are subtly linked in space and time.

But in practice few astrologers have a coherent theory for how their subject works – they simply argue that the universe behaves as if astrology does work.

Many people who look at astrology literally, such as astronomer Patrick Moore, see an absurd, meaningless system. But that's because they take it literally. This is obviously nonsense, because the position of a planet in a constellation is relative to the vantage point of the observer – no planet can actually be in a sign, it merely appears to be from our viewpoint on earth.

Astrology is, in fact, a symbolic system which simply uses the convenient framework of the night sky.

How it works

By knowing the precise time and place of someone's birth you can, cross-referencing with an astronomical ephemeris and an atlas, plot the position of the planets within the zodiac at the moment of birth. The resulting hard copy is called a natal chart and purports to show the personality and/or potential of the native.

Further calculations can help the astrologer see what future forces will affect the native and when. More sophisticated techniques can be used to analyse the state of nations, or to look at specific questions.

But is it science?

The calculative side of astrology is entirely scientific because anyone with an ephemeris and an atlas can produce exactly the same chart. However, this is only half the story.

The interpretation of the chart is eminently unscientific because no two people will provide exactly the same conclusions, though astrologers will argue that there should be similarities between them.

Once he has constructed a natal chart, the astrologer is overloaded with information and it's up to him how he puts it all together. This is the process of synthesis – making up a coherent whole from the data.

PCA SPECIFICATION

The basic *PCA* program covers all house systems, transits, solar and lunar returns, progressions, tertiaries, midpoints, harmonics and synastry with composite (the relationship) charts, and gives full printer support (and a clock facility for astrology of the moment). You can also construct your own interpretative text.

It is available on PC, Amstrad PCW and CPC6128 at £80 and on all Spectrums at £60 (only 500 entries per file and no gazetteer or text facility).

For an extra £33 you can have the more advanced program which includes an interpretation manual and example disk files.

There's also *PCM*, a stand alone program for natal charting only, with ready-made interpretative text. This will construct the chart and provide printout. *PCM* is available on the PC, Amstrad PCW and CPC6128, retailing at £150.

The Electric Ephemeris, *214 Finchley Road, Hampstead, London NW3 6DH* ☎ (01) 435-4819

TO READ

Recommended words of wisdom: *The Astrologer's Handbook* (1973) by Francis Sakoian and Louis S Acker, Penguin Books, £5.95 paperback.

ALSO AVAILABLE

Software house **Astrocalc** offer a range of software packages which you can mix and match ranging from £12.50 for a self teach program to several hundred pounds Mo popular formats including C64/128 Amstrad CPC all Spectrums and MSX are covered
Astrocalc, 67 Peascroft Road, Hemel Hempstead, Hertfordshire HP3 8ER ☎ (0442) 61809

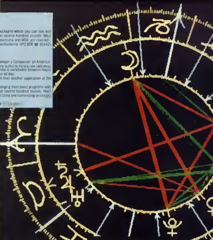
PC prediction

PC users seeking a cheaper alternative could try *The Astrologer's Companion* an American import available for £49.95 from **MGA Softcat** Particularly suited to horary use (asking of time or predictive astrology) *The Astrologer's Companion* is switchable between house systems times and dates and the clock can be left to run all day

The program is RAM resident, so you can switch to it from another application at the press of a key (but it takes 95K)

MGA Softcat also import other astrological software ranging from basic programs with no printout facilities to complete interpretive packages at several hundred pounds. Most are available on PC and C64 (two drives recommended) *I Ching* and numerology packages are also available

MGA Softcat, Pear Tree, Appledore, Kent TN26 2AR ☎



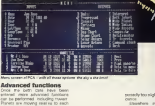
Data on demand

If you choose the RAW option *PCA* calculates all the data for the birth chart including ascendant midheaven house positions and planetary positions within them Returning to the menu and selecting ASPECTS brings up a list of all the aspects within the predefined orb

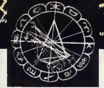
DRAW CHART produces a full chart wheel with signs planets and houses onscreen complete with aspect lines In the PC s EGA graphics mode this can be quite spectacular The chart can of course be printed out in pretty well any shape or size or sent to a plotter

By using the COMMAND STRING function it is possible to build up very comprehensive and elaborate functions You can for instance enter the data for ten charts and program *PCA* to print out each in turn

And one of the most powerful features of *PCA* allows the user to construct his own interpretive text. This sidesteps the problem that most cookbook type astrology programs present when they do the interpretation for you



Menu screen of PCA – with all these options the sky s the limit!



The secret s out. TGM Editor Jon Rose s natal chart, as shown by PCA on a CPC screen

Advanced functions

Once the birth data have been entered more advanced functions can be performed including TRANSIT Planets are moving relative to each other all the time and when they come into alignment with planets in the natal chart they are said to be in transit The moon for instance travels round the zodiac every 24 hours so it is continuously creating transiting aspects with natal planets

Transiting planets activate the latent tendencies in the birth chart at specific times – though the faster moving planets are generally disregarded because their effect is supposedly too slight to be of any significance

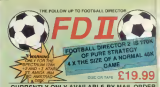
Elsewhere in *PCA* interesting effects can be seen by creating the composite charts of two individuals To do this it is first necessary to generate the birth data for the first chart and then to examine the data for the second using the TRANSIT option

Select COMPOSITE and the two are merged so they can be dealt with as an individual chart

That's flexibility

As you might expect from software of this price and complexity *PCA* is extremely flexible Most options can be redefined including the display colour (in EGA mode) the size of printout the degree of flattening and the number of lines on the page

PCA is a very sophisticated package and the chances are you won't want or need anything more advanced than this More than anything else this a fascinating program to work with and coupled with a little information on the subject it will be difficult to resist trying just one more what if scenario



THE FOLLOW UP TO FOOTBALL DIRECTOR
FD II
FOOTBALL DIRECTOR 2 IS 170K OF PURE STRATEGY 4 X THE SIZE OF A NORMAL 48K GAME
WARNING! ONLY FOR THE SPECTRUM 128K +2 AND +3 ATARI ST AMIGA IBM PC AMSTRAD DISK

DISC OR TAPE £19.99

CURRENTLY ONLY AVAILABLE BY MAIL ORDER

FEATURES INCLUDE

TO OBTAIN A FREE CATALOGUE OF ALL OUR STRATEGY GAMES JUST ENCLOSE A LARGE S A E

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

FOOTBALL DIRECTOR(48K)	▭	⬬	●	▲		£9 99
WEMBLEY GREYHOUNDS	▭	⬬				£7 99
INTERNATIONAL MANAGER	▭	⬬		▲	▼	£7 99
2 PLAYER SUPER LEAGUE	▭	⬬				£7 99
RECORDS FILE	▭	⬬	●			£3 99

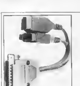
SPECTRUM 48K ▭ SPECTRUM 128K ⬬ COMMODORE 64 ■
AMSTRAD CPC 464 ▲ AMSTRAD CPC 6128 ▼

PLAYING TIPS FOR ALL OUR GAMES £1 00

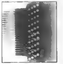
Cheque/P O made out to D & H Games plus a large S A E. with 25p stamp attached Please state clearly which game or games you require & for which computer Also write your name & address on the reverse side of any cheques Overseas orders please include £1.50 Postage & Packaging

D&H GAMES

DEPT GM, 19 Melne Road,
Stevenage, Herts SG2 8LL
ENGLAND
☎ (0438) 728042



BACK BYTES



CONTENTS

- ■ 126 HARDWARE
- ■ 132 PRINTERS
- ■ 135 REPAIRS
- ■ 136 TOOLBOX
- ■ 137 COMPETITION RESULTS
- ■ 138 CLASSIFIEDS
- ■ 142 TRIVIA QUIZ
- ■ 145 CONTROVERSY
- ■ 146 ENDPIECE

GUIDE TO COMPUTER SYSTEMS

Most people know what they want in a computer but it's not always easy to find out the exact details of who offers what – particularly when new hardware is surrounded by even more hype and technojargon than the latest games.

You may want to spend the rest of your life in joyous harmony with an Acorn Archimedes but do you know what its screen resolution really is or how many notes it can play?

You may want to take part in the perennial ST vs Amiga argument but where do you find the facts?

Here – and armed with this information you can bravely waltz into your local dealer and say I know what I want so give it to me. It's also guaranteed to break the ice at parties.

For each machine we've listed:

● *PRICE* (usually the recommended retail price) *including* VAT – unlike some reports. Computers are being sold with bundles (software joystick etc) more and more often and prices change frequently. Sometimes particular high street shops offer their own bundles so shop around and watch TGM for advance reports.

● *MEMORY* – don't be fooled by demos or publicity which show an apparently cheap machine running fantastically sophisticated software. Many computers – the ST for instance – come in different versions with different memories and because of chip prices memory is currently very expensive. This is particularly important in packages using digitised graphics or sampled music.

Memory is measured in bytes kilobytes (abbreviation K 1K=1 024 bytes) or megabytes (abbreviation Mb 1Mb=1 048 576 bytes).

A few expensive models have hard disks – literally that hard disks built into the computer. They're useful for storing frequently used applications software because you can load from them much quicker than from a disk or tape drive (external drive). But for gamers they're really a waste of money.

● *PROCESSOR* The important aspects of a processor are a) word length and b) speed. A high word length and high speed mean complex graphics can move very quickly (and number-crunching in applications like databases is speeded up too).

Word length is usually 8 16 or 32 bits – a 16-bit machine can process twice as much information at one go as an 8-bit machine. Speed is measured in megahertz (MHz) which means million words processed per second.

So a machine like the Sinclair Professional PC which has a 16-bit processor running at 8Mhz munches 8 million words each 16 bits long every second.

Most personal computers have one processor to make the software do its stuff some like the Amiga also have dedicated processors to handle graphics and sound which speeds them up.

● *RESOLUTION* or the number of pixels on the screen. High resolutions mean more detailed realistic graphics.

Resolution is measured with two numbers number of pixel rows across the screen x number of pixel rows down the screen.

However high resolutions can generally use fewer colours together on the same screen because they take more memory. Under this heading we've noted how many colours are available onscreen at any one time.

● *COLOUR PALETTE* – the total number of colours available on the computer (though not at the same time!)

● *SOUND* The important factors here are channels (the number of different pitches that can be played at a time) and pitch range (measured in octaves – an octave is the distance from say one C to the next on the piano).

More channels give a richer less tinny sound.

● *VIDEO* Most games computers can be connected to the TV or to a monitor via a lead which plugs into a port.

Today most monitor output is the high quality RGB standard. But some older machines (such as BBC and MSX micros) use composite video output which doesn't allow such high resolution.

● *SOFTWARE FORMAT* Software comes on tape disk or (for consoles) cartridge. Generally this isn't a factor in purchasing – if the machine is important enough people will produce software for it. However there are a few considerations.

Tapes are notoriously slow to load (and less reliable than disks). Amstrad 3-inch disks are used *only* on its CPC PCW and Spectrum +3 models which means graphics words etc stored on them cannot be used in another machine without communications software and hardware.

And if you buy a PC-compatible try to go for one with a 3.5-inch disk drive. 5.25-inch disks are fast becoming unpopular and the software supply in that format may dry up.

Also if you're doing more than playing games make sure the machine can format large memory disks (all blank disks must be formatted before use). It could be frustrating to write a 450K masterpiece if all you've got is an Atari 520 STFM – yes the memory can handle it but disks formatted by this model can only take 360K of data.

Blank disks usually cost around £3.

● *PORTS* Joysticks printers modems mice MIDI music equipment extra disk drives etc all plug into special ports. Make sure the model you choose has all the ports you need – and where salesmen are concerned never take probably for an answer.

● *SOFTWARE* It's obvious but that incredibly fast cheap new wonder is useless unless there are some games to run on it!

32-BIT

ACORN ARCHIMEDES

PRICE Cheaper models range from £801.60 for the *Archimedes* 305 which includes the keyboard mouse and one external disk drive to £1 280 for the *Archimedes* 310M which also has a colour monitor and PC emulator (so it can run PC software).
MEMORY 305 models 512K 310 models 1Mb
PROCESSOR 32-bit Acorn ARM, 4MHz RISC (Reduced Instruction Set Computing) technology increases processor speed but its *real* value is still debated
RESOLUTION 320x256 (up to 256 colours on screen) 640x256 (up to 16 colours on screen) and 640x512 (up to 16 colours on screen but needs a multisync monitor). Great potential for graphics.
COLOUR PALETTE 4 096 colours and shades.
SOUND 16 channels (8 left and 8 right) 6-octave range. One built-in speaker but stereo output is available. Excellent sound chip rivals many low cost synthesisers.
VIDEO Composite video and RGB outputs. No TV output.
SOFTWARE FORMAT 3.5 inch disks. Formats to 800K.
PORTS 9-pin mouse socket. 3.5mm stereo jack. RS-423 serial Centronics-compatible parallel I/O interface IEC 320 video outlet. 64-way DIN 41612 expansion port. But for MIDI a £79.35 expansion card is necessary.
SOFTWARE Despite gloomy talk, there are over 200 releases for the *Archimedes* – but only 13 games at last count! These include *Terramex* and the famous *Zarch* both at £19.95 (some £14.95 titles available too). *Terramex* requires a 310 model but most run on the 305. There are arcade and adventure construction kits, some impressive graphics software and essentially one music package (*EMR Arpeggio Music System* £29.95)

16-BIT

ATARI ST

PRICE 520 STFM £299.99 1040 STF £599.99. Both have one built-in external disk drive. Often available with a lot of free software. Also Mega ST2 (£1 034.99 with mono monitor) and Mega ST4 (£1,379.99 with mono monitor)
MEMORY 520 model 512K 1040 model 1Mb Mega ST2 2Mb Mega ST4 4Mb
PROCESSOR 16-bit Motorola 68000 8 MHz
RESOLUTION 640x400 in monochrome display 640x200 in 4-colour display and 320x200 with 16 colours onscreen.
COLOUR PALETTE 512 colours and shades.
SOUND 3-channel 8-octave through TV or monitor
VIDEO RGB TV port on 520 model and expected for future 1040 models.
SOFTWARE FORMAT 3.5-inch

disks. 520 model formats to 360K, 1040 model to 720K.
PORTS 5-pin MIDI in and out. RGB. Serial modem. Two mouse/joystick ports. Cartridge. Second disk drive. Hard disk. TV port (only on 520 model at present).
SOFTWARE Support for the ST has been rapidly growing during 1988. Most new 8-bit releases are now converted to the ST. Though the sound chip is poor compared with the C64 and the Amiga, the ST now dominates music software because of the built-in MIDI ports.

COMMODORE AMIGA

PRICE The Amiga A500 including one built-in external disk drive, free software and a TV modulator is £399.99. Without software and modulator they can be found cheaper if you shop around. The Amiga A1000 is only available second-hand. The Amiga A2000 starts at £1 499.25 including mouse. Packages including the A2000, a monitor and a hard disk are also available.
MEMORY A500 model 512K, A1000 model 256K, A2000 model 1Mb.
PROCESSOR 16 bit Motorola 68000 7.14 MHz. The processor runs slightly slower than the ST's but specialist graphics, video and sound chips effectively make the Amiga faster than the ST for games.
RESOLUTION Several modes from 320x200 (32 colours onscreen) to 640x400 (16 colours onscreen). Some art packages offer an additional Hold And Modify (HAM) mode which allows all 4 096 colours on screen.
COLOUR PALETTE 4 096 colours and shades.
SOUND 4-channel 9-octave range. Stereo output through monitor, TV or hi fi system. Built-in synthesiser speaks typed-in text.
VIDEO No built in TV port but a modulator is available. RGB output to monitor.
SOFTWARE FORMAT 3.5-inch disks. Formats to 880K.
PORTS Audio left and right, two joystick/mouse. RS-232 serial. Centronics parallel. RGB. additional disk drive, monochrome video, expansion bus. No built-in MIDI port – a serious problem for musicians.
SOFTWARE More is coming out, but on the games front the Amiga is still behind the ST and 8 bit computers. Over 1 000 business and applications programs are available.

PC-COMPATIBLES

NOTE The original PC was produced by IBM in 1982. But though IBM are still the largest single PC producer, selling about 28% of all PCs, dozens of others produce compatibles which run the same software and are often seen as better value!
PRICE Prices start from £343.85 (Sinclair Professional PC without monitor) and rise ... as high as £9 000 (Compaq DeskPro 386).

Affordable models include Commodore PC1 (effectively the cheapest, £369.99 with mono monitor), Olivetti Prodest PC1 (£399 with mono monitor) and Amstrad PC1512 (£458.85 with mono monitor).

PCs are usually sold with monitors.
MEMORY From 256K upwards, at least 512K is recommended.
PROCESSOR PC-compatibles are usually described as 16-bit, but in fact there are 8-bit and 32-bit models as well. Early PCs used the 8-bit Intel 8088, most now use the 16-bit Intel 8086, and the expensive new generation uses the 16 bit Intel 80286 or 32 bit 80386.

Speed on cheap machines ranges from 4.77 MHz (eg Commodore PC1) to 8MHz (eg Amstrad PC1640).
RESOLUTION Originally designed as a business machine, the PC had very basic graphics. But there are now three common PC colour graphics standards.
Important: Software written for one standard will only run properly on a machine conforming to that standard!

The standards are:

● CGA (Colour Graphics Adapter) at 320x200 (4 colours) or 640x200 (mono)

● EGA (Enhanced Graphics Adapter) at 640x200 (200-line mode, 16 colours) or 320x350 (350-line mode, also 16 colours) or 640x350 (mono)

● VGA (Video Graphics Array) at 640x480 (16 colours). But this is rare and doesn't work with ordinary RGB monitors.

Some PC-compatibles have built in CGA, EGA or VGA – check which – and add-on graphics boards (or display adapters) are now available from about £100.

There are also numerous obscure graphics standards including Hercules and MDA – both mono only.
COLOUR PALETTE EGA 64 colours and shades, CGA 16.
SOUND One channel, but the speed of the processor allows pseudo three channel sound to be produced. Not designed as a music machine.
VIDEO No TV port. Output usually via RGB.
SOFTWARE FORMAT Older models mainly have one or two external drives for 5.25 inch disks, but 3.5 inch disks and drives are taking over. All drives format disks to 360K, some do more.
PORTS Vary from model to model. Most have expansion, RS 232 serial and Centronics parallel ports.
SOFTWARE Huge range of utilities, word processors etc (because over 24 million PC users worldwide). Also more games than you might expect, largely because of the many PC game-players in America. However poor display and sound are problems and PC-compatibles are not recommended if you're only into games, graphics or music. If buying a PC for utilities, check which version of MS DOS or PC DOS operating system is supplied – a primitive version older than MS DOS 3.2 or PC DOS 2.X may cause problems.

8-BIT

AMSTRAD CPC

PRICE The CPC464 (built in tape deck) is £199 with green screen monitor or £299 with colour monitor. CPC664 models are no longer produced. The CPC6128 (one built-in external disk drive) is £299 with green screen monitor or £399 with colour monitor.
MEMORY CPC464/CPC664 64K, CPC6128 128K.
PROCESSOR 8-bit Zilog Z80 4 MHz.
RESOLUTION 160x200 (up to 16 colours onscreen), 320x200 (4 colours) or 640x200 (mono).
COLOUR PALETTE 27 colours and shades.
SOUND 3-channel 8-octave through built in speaker but stereo output is available. Sound quality is reminiscent of early arcade machines. No MIDI ports.
VIDEO Monitor supplied with all models. RGB sync output.
SOFTWARE FORMAT Tape or 3 inch disk. Disk drives format to 180K on each side.
PORTS CPC464 has Centronics parallel, 6-pin DIN RGB with sync luminance, 3.5mm stereo socket, joystick, PCB extension port for disk drive and RS 232 serial interfaces. CPC664/6128 have Centronics parallel, 6-pin DIN RGB with sync luminance, 3.5mm stereo socket, joystick, cassette port, PCB extension port and second disk drive port.
SOFTWARE Most Spectrum and C64 games are converted to the CPC but they tend to run slightly slower. Also a good selection of word processing, graphics and music packages.

COMMODORE C64/ C128

PRICE C64 is £149.99 including dedicated Commodore cassette deck and ten games. C128D including disk drive £399.99.
MEMORY C64 64K, C128/C128D 128K.
PROCESSOR C64 8-bit 6510 2MHz. C128/C128D 8-bit 6502 plus 8-bit Zilog Z80 4MHz.
RESOLUTION C64 320x200 (8 colours onscreen, but attribute system limits the number of colours that can be placed adjacent to each other). C128/C128D in 128K mode has a resolution of 640x200.
COLOUR PALETTE 16 colours and shades.
SOUND 3-channel 8-octave sound chip which outputs through the monitor/TV. The 6581 SID chip (Sound Interface Device) is one of the most sophisticated sound chips on a 8-bit computer.
VIDEO TV ports on all models. C64 has a composite video port. C128/C128D both have RGB ports for an 80-column display.
SOFTWARE FORMAT Tape or 5.25-inch disk (C128D only). Two external 5.25-inch drives are available at extra cost from Commodore – the C1541 (formats to 140K) and the C1571 (formats to 340K). Blank disks very cheap but easily damaged.
PORTS RGB (C128/C128D), composite video (C64), two joystick ports, cassette, TV, expansion port, serial (nonstandard), user port.
SOFTWARE The Commodore 64

and computer with years worth of games and utilities, many imported from America. Many users so new software likely to flow for some years yet. Z80 chip on C128/C128D allows it to run software written for CP/M operating systems (as found on Amstrad Joyce PCW8256, PCW9512 and CPC6128 and Spectrum +3)

SINCLAIR ZX SPECTRUM

NOTE The Spectrum, now manufactured by Amstrad, has appeared in many models: 16K, 48K, 48K+, 128K+, +2, +3 and +2A. Only the last three are now available new.
PRICE +2 with built-in tape deck costs £139, +3 with one built-in external disk drive £199. Other models available very cheap second-hand.
MEMORY Mostly obvious from names! +2 and +3 have 128K.
PROCESSOR 8-bit Zilog Z80 4MHz.
RESOLUTION 256x192 (eight colours onscreen, but only two colours can be used in any given 8x8-pixel block. This often causes 'colour clash' in games that use a lot of colour.)
COLOUR PALETTE 8 colours that can be increased to 16
SOUND +128K, +2 and +3 have 3-channel output via monitor or TV. 16K/48K + 48K have 1-channel output via built-in speaker.
VIDEO All have TV port. +128K, +2 and +3 also have RGB ports.
SOFTWARE FORMAT Mostly tape. Early models load from ordinary cassette player (extra cost). +2 has built-in tape deck. +3 takes 3-inch disks, though many people prefer to use tape because of disk loading problems; one built-in reversible single-sided external disk drive can format disks to 180K each side.
PORTS 16K/48K/+48K: expansion port, two 3.5mm jack sockets to connect the Spectrum to a tape recorder and a TV port.

+128K has expansion port, [illegible] pin Vero pin edge connector for MIDI/RS-232 serial, two 3.5mm jack sockets, RGB port, Vero phone connector for add-on keypad.

+2 has expansion port, TV port, RGB port and Vero phone connectors as +128K, also two nonstandard joystick ports and a 3.5mm socket for outputting sound.

+3 is as +128K and also has Centronics parallel printer port and port for second disk drive. Early +3s have two 3.5mm audio in/out jack sockets, later models have one which performs the same function. Also MIDI port on the later models.

The recently-released +2A is virtually identical to the +3 apart from the fact that it has no disk drive. On the outside it looks like a +2 except that it's black rather than grey. However it has several serious incompatibility problems and will not work with many +2 add-ons.
SOFTWARE The Spectrum is the biggest-selling home computer in the UK and (at an informed guess) at least 2,000 games are available. Until the growth of 16-bit this year most of the great classics were Spectrum titles; many still are. A wide range of utilities is also available, but the machine is inadequate for graphics work. Slow, unreliable loading and small memory cause severe problems with any processing (eg accounting, word processing).

CONSOLES

NINTENDO ENTERTAINMENT SYSTEM

PRICE The standard version includes console, game controller (used instead of keyboard/joystick) and one game at £99.95. The Deluxe version includes game controller, light gun, ROB (Robotic Operated Buddy) robot and two games at £149.95.
MEMORY Not known in a software; cartridges are mostly 256K
PROCESSOR 8-bit
RESOLUTION 256x240 (up to 52 colours onscreen)
COLOUR PALETTE 52 colours and shades
SOUND 3-channel sound including speech synthesis played through a TV
VIDEO TV only. The Nintendo cannot be used with a monitor.
SOFTWARE FORMAT Special unerasable Nintendo cartridge. Despite some efforts by independent firms, no disk or tape software is available for the Nintendo. The Japanese-owned manufacturer once developed a disk drive but abandoned it because of piracy problems.
PORTS Game controller, TV, cartridge
SOFTWARE Games only, £20-£25 each. So far little software has been released in the UK, though hundreds are available in Japan and the US (see Back Bytes, TGM012). Nintendo now promise at least two new games per month in the UK – some are reviewed this issue.

PC ENGINE

PRICE £175 for console, power pack, joypad and monitor interface (RGB or SCART). Available only from *Micro Media, 32 Claygate Road, Wimblebury, Staffordshire WS12 5RN*
MEMORY NEC, the Japanese manufacturers, are secretive. Believed to be very large.
PROCESSOR Secret again. Believed to be a specially-designed 8-bit chip, though some reports say 16-bit.
RESOLUTION 320x256 (up to 32 background colours and 32 sprite colours onscreen)
COLOUR PALETTE 512 colours and shades
SOUND 6-channel through TV or monitor
VIDEO TV or monitor (via supplied interface)
SOFTWARE FORMAT Special unerasable PC Engine cartridge – no tapes or disks. CD-ROM games (loaded from disks like music CDs) are becoming available in Japan.
PORTS Cartridge slot, one joystick port, large expansion port (possibly to connect PC Engines for two-player games)
SOFTWARE Games only. About a dozen are available in the UK.

SEGA MASTER SYSTEM

PRICE Games console including light gun, game controller and one game retails at £79.95
RESOLUTION 256x192 (up to 64 colours onscreen)
COLOUR PALETTE 64 colours and shades.
SOUND 3-channel sound played through TV
VIDEO TV only. The Sega cannot be used with a monitor.
SOFTWARE FORMAT Special unerasable Sega cartridge – no tapes or disks
PORTS Cartridge slot, two game controller ports (for two-player games) and TV port
SOFTWARE Games only, mainly conversions of Sega coin-op games.

This section is updated every month and we make every effort to ensure the information is accurate. Let us know if we've missed anything!

THE HUSH RANGE

THE SILENT PORTABLE PRINTER

The HUSH-80 from Ferrotec is a small portable thermal printer, quiet in operation, which is ideally suited for home use, office back-up and everywhere when NLQ isn't required Fast and efficient – no pretensions to anything else Easy to operate, quick to load and simple to service A friend to the budget conscious, a professional product at an economic price

DISK DRIVES

- Compatible with A500/A1000/A2000 and PC1
- Both 3½ and 5¼ give 880K Formatted
- Throughport, to add more drives
- Enable and disable switch
- Very quiet and reliable Drive Mechanism
- 1 3.Metres of cable so you can put your second drive wherever you want to
- Full 12 Month Warranty
- Made in the EEC to European and British Safety Standards
- Already 180,000 Drives sold in Europe

For More Information Call:

TWD Limited Dublin Ireland Tel 522811
Twillstar Ltd Middlesex, England Tel 01-5716551
Amtron AB, Houten Holland Tel 03403-79690
Bruce Campbell OY, Helsinki Finland Tel 80-780433

FERROTEC

Dealer Enquiries to Manufacturer
Ferrotec Ltd , Unit T9, Stillorgan Industrial Park, Stillorgan, Co Dublin, Ireland
Tel 353-1-952529 Fax. 353-1-953625 Telex 91810

WORLDWIDE SOFTWARE
1 Bridge Street
Galashiels
TD1 1SW

LOW PRICES

WORLDWIDE ·SOFTWARE·

WORLDWIDE SOFTWARE
49 Stoney Street
Nottingham
NG1 1LX

VISA

FAST DELIVERY

Commodore Amiga Software	
4 x 4 off Road Racing	17.95
Action Service	13.25
Adv Dungeons & Dragons	17.95
Afterburner	16.45
Barbarian II	13.25
Bards Tale II	16.45
Batman	16.45
Black Tiger	16.45
Blazing Barrels	16.95
Bobby Yazz Show	13.25
Butcher Hill	14.35
California Games	17.95
Captain Blood	16.45
Carrier Command	16.45
Combat School	16.45
Double Dragon	14.45
Dragon Ninja	16.45
Driller	16.45
Dungeon Master	16.45
Echelon	17.95
Eliminator	14.35
Espionage	13.95
F.O.F.T	24.95
Fernandez Must Die	13.25
Fish	16.45
Flight Simulator II	31.95
Fright Night	13.25
Frontier	16.45
Fusion	16.45
Gary Lineker Hot Shot	14.95
Ghosts N' Goblins	16.45
Green Beret	16.45
Guerilla War	16.45
Highway Hawks	13.25
Hostages	16.45
Ikari Warriors	16.45
Interceptor	16.95
International Soccer	13.25
Jet	26.45
Lancelot	13.25
L'board Coll Birdie	17.95
Led Storm	17.95
Legend of the Sword	16.45
Leisuresuit Larry (Adults Only)	13.25
Live & Let Die	16.45
Mortville Manor	16.95
Motorbike Madness	11.50
Motor Massacre	14.25
Nebulus	13.25
Night Raider	16.35

C64/128	cass	disk
Afterburner	9.75	11.20
Armalyte	6.95	9.45
Artura	7.99	11.50
Bards Tale II		14.95
Batman	6.99	10.50
Black Tiger	7.99	11.20
Bobby Yazz Show	7.25	11.25
Bombuzal	7.35	9.75
Butcher Hill	7.50	11.99
Captain Blood	7.35	11.20
Caveman Ughlympics	7.99	11.99
Cybernoid II	7.50	11.50
Dragon Ninja	6.99	10.50
[illegible]	6.50	11.95
Emlyn Hughes Int Soc	6.99	10.99
Flight Ace	11.50	16.99
G I Hero	6.99	9.45
Game Set & Match II	9.75	16.99
G Linekers Hot Shot	7.95	11.95
Giants Comp	11.95	14.99

C64/128	cass	disk
Sports World 88	6.99	11.99
Star Ray		10.50
Supersports	7.99	11.99
Supreme Challenge	6.45	12.95
Techno Cop	7.99	11.95
Ten Mega Games	6.99	11.95
The Deep	7.99	11.99
The Muncher	7.35	11.20
The Munsters	7.35	
Thunder Blade	7.99	11.95
Tiger Road	7.99	11.95
Times of Lore	7.35	9.75
Total Eclipse	7.35	9.75
Track Suit Manager	6.50	
Ultima V		16.99
Ultimate Golf	7.99	11.99
Untouchables	6.99	11.50
Victory Road	6.50	9.75
WEC Le Mans	6.99	10.50

Atari ST Software	
Eliminator	14.35
Empire	16.95
F16 Combat Pilot	16.95
Fish	16.45
Gary Lineker Hot Shot	14.95
Hostages	16.95
Internat Karate +	16.95
Kennedy Approach	16.45
L Board Coll Birdie	16.95
Led Storm	14.95
Legend of the Sword	16.45
Live & Let Die	16.45
Menace	13.25
Motor Massacre	14.95
Navcom 6	16.45
Operation Wolf	13.25
Pacmania	13.25
Powerdrome	17.95
Pro Soccer Sim	13.25
R Type	16.95

Commodore Amiga Software	
Menace	13.25
Navcom 6	16.45
Operation Wolf	16.45
Outrun	17.95
Pacmania	13.25
Paperboy	16.45
Powerdrome	17.95
Pro Soccer Simulator	13.25
[illegible]	16.45
Return of the Jedi	13.25
Robbery	13.25
Robocop	16.45
Rocket Ranger	21.95
Space Harrier	16.45
Starglider II	16.45
Star Ray	16.45
Superman	16.45
Techno Cop	14.35
The Deep	17.95
The Munsters	16.45
Thunderblade	17.95
Tiger Road	16.35
Ultima V	21.95
Ultimate Golf	14.95
Universal Military Simulator	16.45
Verminator	16.45
Victory Road	16.45
Virus	13.25
WEC Le Mans	16.45
Zynaps	14.35

Joysticks	
Cheetah 125 Plus	6.95
Cheetah Mach 1 Plus	12.45
Competition Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Speedking	10.45
Speedking + Autofire	11.95
Ram Delta	7.95
Cruiser	7.95

Peripherals	
Azimuth C64 tape head align kit	8.99
3.5 disk box (holds 100 disk)	8.99
C64 dust cover	4.95
C64 disk drive cover	4.50
Reset switch	6.95
C2N Datassette unit	24.95

Blank Disks	
3.5" DS/DD Disk (per ten)	9.45
5.25" DS Disk (per ten)	4.95

FREE DELIVERY ON ALL STOCK ITEMS BY 1ST CLASS MAIL.
SPECIAL OVERSEAS ORDERS BY AIRMAIL WORLDWIDE.
CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL.
CREDIT CARD ORDER TELEPHONE LINES
SOUTH, SCOTLAND, N. IRELAND, OVERSEAS 0896 57004 (24 HOURS)
NORTH, MIDLANDS, WALES 0602 480779

C64/128	cass	disk
Guerilla War	7.35	11.20
Intensity	6.95	9.75
Last Ninja 2	9.75	11.20
Led Storm	7.35	11.50
Live & Let Die	7.35	11.20
Microprose Soccer	11.20	14.95
Motor Massacre	7.99	11.99
Navcom 6	6.50	9.95
Ocean Compilation	8.45	11.99
Operation Wolf	6.99	10.50
Pacmania	6.99	10.50
Pro Soccer Sim	6.99	10.99
R-Type	7.35	11.20
Rambo III	6.95	10.50
Return of the Jedi	7.25	11.20
Robocop	6.95	11.99
Savage	6.95	10.50
Space Ace	11.95	14.99

Atari ST Software	
4 x 4 off Road Racing	14.35
A.T.F	13.25
Action Service	13.25
Adv Dungeons & Dragons	17.95
Afterburner	16.45
Artura	14.35
Batman	13.25
Black Tiger	14.35
Blazing Barrels	14.35
Bobby Yazz Show	13.25
Butcher Hill	14.35
California Games	14.95
Carrier Command	16.45
Chrono Quest	21.95
Dragon Ninja	13.25
Dungeon Master	16.45
Elite	16.45
Espionage	13.25
F.O.F.T	24.95
Guerilla War	13.25

Atari ST Software	
[illegible]	16.95
Return of Jedi	13.25
Robocop	13.25
S.D.I	14.95
[illegible]	16.45
Space Harrier	13.25
Starglider II	16.95
Star Ray	13.25
Techno Cop	14.95
The Deep	14.35
Thunderblade	14.95
Tiger Road	14.35
Time & Magik	13.25
Ultimate Golf	14.35
Verminator	16.45
Victory Road	13.95
Virus	13.25
WEC Le Mans	13.25
Where Time Stood Still	13.95
Zynaps	14.35

Overseas orders please add £1.50 per cass/disk for AIR MAIL delivery. Credit card orders accepted by phone or mail.
Advertised prices are for mail and telephone orders

KOBRAHSOFT SPECTRUM 48k/ 128k/ +2/ +3 UTILITIES

SP3 TAPE TO +3 DISC UTILITY – Transfer tapes to +3 Disc. Many [illegible] examples Tran for PROTECTED progs. Handles Pulsing programs. FULL Manual. FREE Disassembler + Header Reader. **£7.95**

8 I.C.E. – Multi function disc utility for the +3. Modify and hunt sectors. Back up discs. FULL Directory. Recover erased files. Lock out faulty files. Erase/Rename files. String search. Menu Driven. Easy to use – **£12.95 on Disc.** An excellent backup. Crash Oct 88

SMOS 2.0 – Gives 95 NEW Micro drive commands including MIRROR, FX Sound, TEXT SCROLL, and many more. Complete with 10 mins demo and ORGAN program – **£12.95**

SW1 TAPE TO WAFA DRIVE UTILITY – Transfer tapes to Wafadrive. Handles PROTECTED programs. Pulsing programs. FULL Manual. FREE Disassembler – **£7.95**

SCS ADVANCED TAPE UTILITY – Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 60k by code compression). Pulsed programs. Multi blocks. 128k programs – **£7.95**

KOBRAHSOFT SPECTRUM CODE COURSE – FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler. **£20**

DB1 PLUS 3 DISC BACK UP UTILITY – Make backups of +3 ordinary AND protected discs, either to Disc or to TAPE. easy to use. **£12.95 (on disc)**

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE – BUY WITH CONFIDENCE!

Send cheque/P.O. to – KOBRAHSOFT, DEPT TGM, "Pleasant View", Hulme Lane, Hulme, Nr. Longton, Stoke-on-Trent, Staffs. ST3 5BH. Overseas: EUROPE add £1 P+P PER ITEM, others £2) Send SAE (9" × 5") or phone for detailed Catalogue – mark envelope "ENQUIRY"

For more information telephone – 078 130 5244. Access or Visa Welcome
Pulsed phone above number (24 hour service)

COMPUTER REPAIRS
Fixed Super Low Prices!
inclusive of parts, labour and VAT

FIRST AID FOR TECHNOLOGY

1 WEEK TURNROUND

*** SPECIAL OFFERS ***

SPECTRUMS	£14 + Free Game
SPECTRUM 128	£16
C64	£22 + Free Game
C128	£29
C16	£16
VIC 20, C+4	£22
1541 DISK DRIVE	£36
1531 TAPE DECK	£19
MPS 801	£36

Please enclose payment with item – 3 month warranty on repair
Please enclose advert with repair

W.T.S ELECTRONICS (GM)
Studio Master House, Chaulend Lane, Luton, Beds LU4 8EZ. Tel. 0582 491 949

All rights reserved

TELE-GAMES

Europe's Largest Stock Of Video Games & Cartridges For —

ATARI 2600 CBS COLECOVISION™
INTELLIVISION
IN STOCK NOW
Nintendo SEGA®

WICO JOYSTICKS FOR NINTENDO IN STOCK NOW
The leading Video game specialists. Send for lists (state make of game)
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)

• DISK • SUPPLIES •

75p DS/DD 135tpi 3.5" + VAT each (86p inc) *Min Qty 15*

33p DS/DD 48tpi 5.25" + VAT each (38p inc) *Min Qty 25*

Full Lifetime Guarantee/ We also supply Branded Discs and Amiga Systems at prices too low to print!
Please Call **0329 282083** *(24hr)*
0705 511439 *(Office)* **0705 511646** *(Fax)*

***Athene Consultants** · (Media Centre) Dept TGM*
16 Stoke Road, Gosport, Hants.

THE AMIGA STARTER PACK

17 BIT SOFTWARE ARE PROUD TO PRESENT THE **ULTIMATE** PUBLIC DOMAIN STARTER PACK FOR THE AMAZING COMMODORE AMIGA. IDEAL FOR BOTH THE SEASONED USER AND NEWCOMER. OUR PACK OF FIVE DISKS CONSISTS OF:

DISC 1	INVALUABLE UTILITIES TO MAKE LIFE MUCH EASIER. MASTER THOSE CLI BLUES WITH CLIWIZARD. KILL ALL FORMS OF VIRUS WITH THE LATEST VIRUS KILLERS PLUS MUCH MORE.
DISC 2	THE PROBE ANIMATION. CURRENTLY OUR TOP SELLING DISC! TAKE A TRIP WITH A SPACE PROBE TO AN UNKNOWN PLANET SEARCHING FOR SIGNS OF ALIEN LIFE.
DISC 3	MUSIC DISC. FULL OF AMAZING AMIGA MUSIC THAT WILL IMPRESS BOTH YOU & YOUR FRIENDS! ALL MUSIC IN STEREO AND MUCH BETTER THROUGH A HIFI. REALLY SHOWS OFF YOUR AMIGA'S SONIC CAPABILITIES TO THE FULL.
DISC 4	GRAVATTACK. SUPERB GAME IN THE MOULD OF "THRUST". VERY PLAYABLE WITH GREAT GRAPHICS AND GOOD SOUND. SMOOTH SCROLLING TOO!
DISC 5	DISC MAGAZINE. THE LATEST ISSUE OF OUR OWN DISC MAGAZINE WHICH PEOPLE ALREADY LOVE THE WORLD OVER! CONTAINS NEWS/VIEWS/ ARTICLES/ART/MUSIC/UTILITIES & A GREAT DEMO!
PLUS!	FREE MEMBERSHIP TO OUR CLUB, WHICH ENABLES YOU TO RECEIVE ALL FUTURE ISSUES OF OUR DISC MAGAZINE FREE OF CHARGE! MANY, MANY OTHER SERVICES AND OFFERS TO 17 BIT MEMBERS – FULL DETAILS WILL BE SENT WITH THE DISCS!

ALL OUR DISCS ARE MADE AS USER FRIENDLY AND EASY TO USE AS POSSIBLE. THIS ENABLES EVERYONE TO USE THEM AND THEY WILL WORK ON **ANY** SYSTEM – NO WORKBENCH/1 MEG/EXTERNAL DISC/DEGREE NEEDED!

[illegible]

SEVENTEEN BIT SOFTWARE
PO BOX 97
WAKEFIELD WF1 1XX
TEL 0924 366982

[illegible] UNDER NO OBLIGATIONS TO BUY ANYTHING [illegible]

[illegible]

BEST BYTE

FAST DISPATCH SUBJECT TO AVAILABILITY

2 QUARRY GARDENS TONBRIDGE KENT TN9 2SG

PROBABLY THE CHEAPEST SOFTWARE PRICES IN THE UK.
SPECIAL OFFERS TO TGM READERS UP TO 40% OFF RRP

ALL ORDERS SENT BY FIRST CLASS POST WITHIN 24 HOURS

ATARI ST	RRP	OUR
5 Star Compilation	[illegible]	14.90
Action Service	19.95	11.90
Afterburner	19.95	13.90
Barbarian II	14.99	9.90
Batman	19.95	12.90
Beyond Ice Palace	19.99	11.90
Bombuzal	24.99	15.90
Captain Blood	24.99	14.90
Carrier Command	24.95	14.90
Chrono Quest	29.99	17.90
Corruption	24.95	14.90
DT Olympic Challenge	19.99	11.90
[illegible]	29.99	15.50
Double Dragon	19.99	11.90
Dragon Ninja	19.95	12.90
Driller	24.95	14.90
Dungeon Master	24.99	14.90
Elite (not new)	24.95	14.90
F16 Combat Pilot	24.99	14.90
Fed. Free Trad.	29.99	22.90
Fish	24.99	16.90
Football Director 2	19.99	11.90
Football Manager 2	19.99	11.90
Guerilla War	19.95	11.90
Helter Skelter	14.99	9.50
Hostages	24.95	14.90
Hot Ball	24.99	16.90
IK+	19.99	11.90
Ingrids Back	19.99	12.50
Joan of Arc	24.99	19.15
Kennedy Approach	24.99	14.90
Lancelot	19.99	11.90
Leaderboard Birdie	19.99	15.50
Legend of Sword	24.95	14.90
Live & Let Die	19.99	11.90
Lombard RAC Rally	24.99	15.90
Luxor	14.99	9.90
[illegible]	14.99	8.90
Microprose Soccer	24.99	15.50
Motor Massacre	19.99	15.30
1943	19.99	15.30
Nebulus	19.99	15.30
Oids	19.95	11.90
Operation Neptune	24.99	16.50
Operation Wolf	19.95	11.90
Overlander	19.99	11.90
Pac Mania	19.99	11.90
Pool of Radiance	24.99	19.15
Quantum Paint	24.95	14.90
R-Type	19.99	13.90
Rambo III	19.99	12.50
Return of Jedi	19.99	12.90
S.D.I.	19.99	13.50
Sidewinder	9.99	6.40
Soldier of Light	19.99	11.90
Space Harrier	19.99	11.90
Speedball	24.99	14.90
Spitting Image	19.95	12.50
STAC	39.95	25.90
Star Goose	19.95	11.90
Star Ray	19.99	11.90
Starglider 2	24.99	14.90
STOS	29.95	18.90
Super Hang On	19.99	11.90
Thundercats	19.99	11.90
Thunderblade	19.99	15.30
Time and Magik	19.99	11.90
Tri-ad Vol	24.99	15.90
Ultimate Golf	19.99	15.35
Verminator	24.99	14.90
Veteran	14.95	9.90
Virus	19.99	11.90
Where Time Stood Still	19.95	11.90
Whirligig	19.95	11.90
Zynaps	19.99	12.30

AMIGA	RRP	OUR
Alien Syndrome	[illegible]	[illegible]
Batman	24.95	16.50
Blazing Barrels	19.95	11.90
Buggy Boy	24.99	14.90
Capone	29.95	17.90
Captain Blood	24.99	14.90
Carrier Command	24.99	14.90
Chrono Quest	29.99	17.90
Corruption	24.99	14.90
Cybernoid	19.99	15.35
DT Olympic Challenge	24.99	14.90
[illegible]	24.95	15.50
Double Dragon	19.99	11.90
Dragon Ninja	24.95	15.50
Driller	24.95	14.90
Dungeon Master	29.99	17.90
E. Edwards Super Ski	19.99	11.90
Eliminator	19.99	15.30
Elite	24.95	14.90
Empire Strikes Back	19.95	11.90
4 x 4	24.99	16.90
Fish	24.95	14.90
Football Director (II)	19.99	11.90
Football Manager 2	19.99	11.90
Guerilla War	24.95	14.90
Helter Skelter	14.99	9.50
Heroes of the Lance	24.99	16.90
Ikari Warriors	24.99	16.90
Ingrids Back	19.99	12.50
International Soccer	19.95	11.90
Joan of Arc	24.99	19.15
Lancelot	19.95	11.90
Leaderboard Birdie	24.99	19.15
Leatherneck	19.95	11.90
Legend of Sword	24.99	14.90
Live & Let Die	19.99	14.90
Menace	19.99	11.90
Motorbike Madness	14.99	9.90
Motor Massacre	19.99	15.30
Nebulus	19.99	15.30
Overlander	24.95	14.90
Off Shore Warrior	24.99	14.90
Operation Neptune	24.95	15.50
Operation Wolf	24.95	14.90
Outrun	24.99	[illegible]
Pac Mania	19.95	11.90
Photon Paint	[illegible]	44.90
Pioneer Plague	24.99	15.90
[illegible]	24.99	16.90
Pow!	[illegible]	17.90
Return of Jedi	19.99	11.90
Rocket Ranger	29.99	17.90
Scrabble Deluxe	19.95	11.90
Sentinel	19.95	11.90
Shoot em up Cons. Kit	24.99	15.90
Space Racer	19.99	11.90
Spitting Image	19.99	12.90
Star Ray	24.99	14.90
Starglider 2	24.99	16.90
Summer Olympiad	19.95	11.90
Tetra Quest	19.95	11.90
The Kristal	29.99	17.90
Thunderblade	24.99	14.15
Tiger Road	19.99	19.15
Time and Magik	19.99	11.90
[illegible]	29.99	15.50
Tri-Ad Vol 1	29.99	16.50
Trivial Pursuit 2	19.99	12.50
Ultimate Golf	19.99	15.35
Ultima IV	24.99	15.90
Universal [illegible]	24.99	14.90
U.M.S.	24.99	15.50
Virus	19.99	11.90
Whirligig	19.95	11.90
1943	24.99	[illegible]

SPECTRUM	CASS	DISK
[illegible] Hits 5	8.50	11.50
Arcade Collection	8.90	11.00
Barbarian (Psyg.)	8.40	
Barbarian II	8.40	8.00
Batman	5.90	9.50
Cybernoid 2	8.75	10.95
DT Olympic Challenge	9.40	8.50
Darkside	6.60	8.90
Double Dragon	8.40	
Dragon Ninja	5.90	9.00
Dynamic Duo	5.90	
Empire Strikes Back	9.40	9.20
4 x 4	9.40	12.25
F. Bruno Big Box	9.50	10.90
Fernandez Must Die	5.30	8.00
Fists & Throttles	6.90	8.00
Football Manager 2	8.40	8.90
Foxx Fights Back	6.90	8.90
GI Hero	5.90	
G Lineker's Hotshot	8.75	10.90
G Lineker's Super Skills	8.75	10.90
Game Set & Match	8.90	11.00
Game Set & Match 2	5.90	11.90
Giants Compilation	11.75	14.20
Guerilla Wars	5.30	9.90
Heroes of the Lance	8.20	12.25
History in Making	20.99	
Hostages	8.40	
Impossible Mission II	7.40	10.90
Jinxter		10.90
Lancelot	9.90	12.90
Last Ninja 2	8.30	
Leaderboard Par 3	12.90	15.35
Live & Let Die	5.99	9.90
Matchday 2	8.90	8.50
Mega Games 1	10.45	12.75
Mickey Mouse	8.75	10.90
Motor Massacre	8.25	12.75
Operation Wolf	9.50	9.50
Overlander	5.90	9.90
Pac Mania	8.25	
Pepsi Chall. Mad Mix	8.75	10.25
Pink Panther	6.75	10.55
Pro BMX Sim	4.90	
Serious Simulators	6.40	
R-Type	7.20	
Rambo III	9.30	9.90
Reckless	8.80	9.90
Robocop	8.80	9.00
S.D.I.	7.20	
Salamander	8.90	9.50
Samurai Warrior	8.50	8.50
Savage	5.90	
Skate Crazy	9.75	10.90
Strikes of Fortune	6.30	
Summer Olympiad	5.30	
Super Sports	6.75	10.90
Supreme Challenge	8.50	10.90
Taito Coin-Op Hits	8.90	11.00
Ten Great Games II	8.75	
Terrapods	9.40	
The In Crowd	8.90	11.90
Thunderblade	7.60	10.90
Tiger Road	7.40	10.95
Time and Magik	8.90	9.90
Total Eclipse	8.40	9.50
Tracksuit Manager	9.40	
Trivial Pursuit 2	9.50	12.90
Typhoon	5.30	8.90
Victory Road	5.30	8.50
Vindicator	5.30	8.50
Virus	9.90	8.90
WEC Le Mans	5.90	8.50
Where Time Stood Still	8.50	8.50

CBM 64	CASS	DISK
10 Comp Hits vol 5	9.50	[illegible]
Barbarian II	8.40	9.50
Batman	9.40	9.90
Bombuzal	5.90	9.10
Captain Blood	9.40	9.50
Corruption		15.90
Cybernoid 2	8.25	12.25
DT Olympic Challenge	8.40	9.50
Darkside	8.40	9.50
Double Dragon	8.40	8.50
Dragon Ninja	8.40	8.90
Dynamic Duo	8.40	8.90
E. Hughes Int. Soccer	6.40	8.50
Echelon	10.20	12.25
Empire Strikes Back	6.40	8.50
4 x 4	8.25	12.25
F. Bruno Big Box	8.50	9.90
Fernandez Must Die	8.50	8.90
Fists & Throttles	9.90	9.90
Football Manager 2	8.40	9.90
Foxx Fights Back	6.90	9.90
GI Hero	8.40	9.50
G. Lineker Hotshot	9.25	12.25
Game Set & Match 2	8.90	11.90
Giants Compilation	11.20	14.90
Giants Wars	9.90	9.50
Heroes of the Lance	8.25	10.25
History in Making	20.99	24.75
Hostages	9.40	9.90
Last Ninja 2	9.90	14.90
Lancelot	9.90	9.50
Leaderboard Pro 4	10.90	14.75
Live & Let Die	9.40	9.50
Matchday 2	9.90	9.90
Mega Games 1	10.95	12.75
Mini Office II	2.25	12.25
Operation Wolf	6.90	9.90
Overlander	9.40	7.90
Pacmania	6.40	8.90
Pepsi Chall. Mad Mix	8.75	10.25
Pool of Radiance		10.15
President is Missing		8.50
Rambo III	5.90	9.50
Red Storm Rising	9.90	12.80
Robocop	6.60	9.50
Rocket Ranger		8.50
S.D.I.	5.90	10.90
Salamander	5.90	9.50
Savage	6.90	5.90
Strikes of Fortune	9.40	9.50
Star Ray		9.50
Star Trek	9.40	9.00
Street Sport Series	9.50	12.25
Summer Olympiad	9.40	9.90
Super Dragon Slayer	6.90	
Super Sports	8.25	12.25
Supreme Challenge	8.90	10.90
Taito Coin-op Hits	8.90	11.90
Ten Great Games II	8.75	
Terrapods	6.40	8.50
The In Crowd	8.90	11.50
Thunder Blade	8.30	12.25
Three Stooges		8.50
Tiger Road	9.20	12.25
Times of Lore	9.90	8.90
Total Eclipse	9.40	9.50
Tracksuit Manager	9.40	
Triv Pur 2	9.50	12.90
Typhoon	9.50	8.90
Ultima V (4 disks)		15.50
Ultimate Golf	9.20	12.25
Victory Road	5.90	9.50
WEC Le Mans	9.40	9.50
We are the Champs	8.50	11.50
X Menomorphs	9.40	9.50

AMSTRAD	CASS	DISK
[illegible]	[illegible]	11.50
Arcade Collection	9.90	11.50
Barbarian II	8.35	9.90
Barbarian (Psygn)	6.40	
[illegible]	9.40	9.90
Captain Blood	9.40	9.90
Cybernoid 2	8.25	10.25
DT Olympic Challenge	9.40	9.50
Darkside	6.40	9.50
Dragon Ninja	6.40	9.50
Dynamic Duo	5.90	9.50
Empire Strikes Back	9.40	9.50
4 x 4	8.75	10.35
F. Bruno Big Box	9.90	10.90
F15 Strike Eagle	6.40	9.00
Fernandez Must Die	9.90	8.50
Fists & Throttles	6.50	8.00
Football Manager 2	9.40	9.90
GI Hero	9.90	9.50
G.L. Hotshot	8.25	12.25
Game Set & Match	8.90	11.80
Game Set & Match 2	9.90	11.50
Giants (Comp)	11.75	16.35
Guerilla Wars	5.90	9.00
Guild of Thieves		12.90
Gunship	9.90	12.90
Heroes of the Lance	8.25	12.25
History in Making	19.90	24.75
Hostages	9.40	9.90
Ikari Warriors	6.40	9.50
Impossible Mission II	8.95	12.90
Jinxter		12.90
Lancelot	9.90	12.90
Last Ninja 2	9.90	10.90
Leaderboard Par 3	12.25	15.35
Live & Let Die	9.40	9.50
Matchday II	9.90	9.50
Mega Games 1	10.90	12.75
Mini Office II	9.50	15.40
Motor Massacre	8.25	12.75
Operation Wolf	5.90	9.50
Overlander	6.40	9.90
Pac Mania	9.40	9.90
Pepsi Chall. Mad Mix	8.75	10.25
Serious Simulation	6.40	
Rambo III	5.90	9.50
Robocop	6.40	9.90
Salamander	5.90	9.90
Samurai Warrior	5.90	9.00
Savage	5.90	9.90
Supreme Challenge	9.90	10.90
Taito Coin-Op Hits	8.90	11.00
Target Renegade	5.90	9.00
Ten Great Games III	8.75	
The In Crowd	9.90	11.50
Thunderblade	8.20	12.25
Tiger Road	8.20	12.25
Total Eclipse	6.90	9.90
Triv Pur 2	9.90	12.90
Typhoon	9.90	9.50
Victory Road	5.90	9.50
Vindicator	5.90	9.50
We Are the Champions	8.90	11.50
WEC Le Mans	6.40	8.90

3.5" DSDD DISKS UNBRANDED 135TPI 95p EACH MIN 10

FREE microdealer cover up token with every £5 (RRP) worth of software (while offer lasts) collect tokens for FREE games T Shirts etc

PLEASE SEND ME THE FOLLOWING ITEMS

BEST BYTE ORDER FORM CUSTOMER CODE (IF KNOWN) TGM JAN

MICRO	ITEM	AMOUNT
	TOTAL	

Name

Address

Method of Payment (Please tick) PO Cheque Access

Signature

Access Card No

To order send this form with payment payable to 'Best Byte' or Access card details to the address below
Overseas orders add £1.50 per item outside Europe add £3.00 per item for Air Mail Mail order only Sorry no visa cards

BEST BYTE (DEPT TGM13), 2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SG

GUIDE TO PRINTERS

A picture may be worth a thousand words but there'll always be times when you need to get it all down in black and white. And for anyone interested in word processing, desktop publishing, accounting or dozens of other applications, a printer is the most important thing you'll buy (apart from the computer and software of course).

Printers are expensive. Well they needn't be – micro veterans probably remember those smudgy ZX thermal printers that were available five years ago for about £30. But a high quality impact printer, which actually strikes the paper typewriter style, is a complex piece of engineering. And it also includes electronic components such as a buffer (see Glossary box).

Moreover, the prices are probably artificially increased because most printer buyers are businesspeople who can afford a few hundred pounds.

One of the cheapest dot matrix printers around is Amstrad's 9-pin DMP 3160 at £199. And though 9 pin printers are often sneered at, they're perfectly adequate for everyday use – the cult of the 24 pin printer comes from businesses which don't want anyone to realise they're not using a £2 000 typewriter!

There's only one hidden extra in most printers (apart from the paper): the cable to connect it to the computer. Some printers come complete with cable; if not, expect to pay £5-10.

New ribbons for dot matrix printers cost from £3 upwards, though ribbons can be reinked cheaper (see Printer Extras box).

Costly alternatives

Besides impact printers, there are four other main kinds.

Ink-jet printers and laser printers are generally expensive and necessary only for desktop publishing or other applications where high quality is essential.

Thermal printers are, today, mostly used for colour printing and run into thousands of pounds.

Finally, plotters are used for precision drawing – they actually use a pen rather than a printhead. Again, they're horribly expensive (ranging from £600 to £10 000+) and really only useful for computer aided design. Penman Products used to sell a £200 plotter, and though they've gone out of business a second-hand one might be found.

Glorious colour

Multiple-colour printing is usually pricy too, because not only does the printer need to know what character to print, it also has to process information on which colour to print it.

Of course, you can always put a coloured ribbon in an ordinary printer so *all* your text is red/green/whatever.

A future Back Bytes feature will cover colour printing.

MODEL **Amstrad DMP 3160**
TYPE 9 pin dot matrix
SPEED draft 160 cps, NLQ 40 cps
BUFFER 8K
FONTS 7 draft and 2 NLQ, including IBM character sets
NOTE Epson-compatible
PRICE £199

MODEL **Amstrad LQ3500**
TYPE 24 pin dot matrix
SPEED draft 135-160 cps, NLQ 45-54 cps
BUFFER 7K
FONTS 1 draft, 1 NLQ
PRICE £401

MODEL **Citizen HQP 40**
TYPE 24-pin dot-matrix
BUFFER 24K
NOTE Add-on available to make this into a colour printer
PRICE £499

MODEL **Citizen LSP 100**
TYPE 9 pin dot matrix
SPEED draft 175 cps, correspondence 40 cps
BUFFER 4K
FONTS 2 fonts in correspondence mode
PRICE £245

MODEL **Epson LQ500**
TYPE 24 pin dot matrix
SPEED draft 150 cps, LQ 50 cps
BUFFER 8K
FONTS 1 draft, 2 LQ
NOTE Particularly suited for graphics, with a resolution of 360x180 dpi
PRICE £442

MODEL **Epson LX-800**
TYPE 9 pin dot matrix
SPEED draft 180 cps, NLQ 25 cps
BUFFER 3K
FONTS 2 draft, 2 NLQ plus IBM character set
PRICE £316

MODEL **NEC P2200 Pinwriter**
TYPE 24 pin dot-matrix
SPEED draft 140-168 cps, NLQ 47-56 cps
BUFFER 8K
FONTS 1 draft, 4 NLQ
PRICE £454

MODEL **Panasonic KX-P1088**
TYPE 9-pin dot matrix
SPEED draft 240 cps, NLQ 40 cps
BUFFER 6K
FONTS 11 character sets for different countries (eg because printing French language requires accents)
NOTE Epson-compatible and IBM Proprinter-compatible
PRICE £350

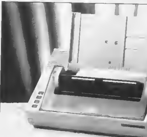
MODEL **Star Micronics LC-10**
TYPE 9 pin dot matrix
SPEED draft 120 cps, NLQ 20 cps
BUFFER 4K
FONTS 1 draft, 6 NLQ
NOTE Four-colour version available for £259
PRICE £229

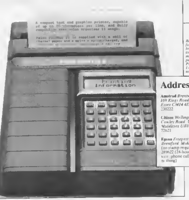
MODEL **Tandy DMP-107**
TYPE 9 pin dot matrix
SPEED draft 100 cps, correspondence 20 cps
BUFFER 3K
FONTS 1 draft, 1 correspondence
PRICE £251

MODEL **Tandy DMP-132**
TYPE 9 pin dot matrix
SPEED draft 50-120 cps, NLQ 20-24 cps
BUFFER 3K
FONTS 1 draft, plus IBM special characters
PRICE £286

MODEL **Tandy DWP-230**
TYPE Daisywheel
SPEED 20 cps
BUFFER 3K
PRICE £286

L n c=v l n matrix Tandy s DMP 13





Back to the bad old days? The Printer II for Psion's yuppie Organiser II may bring back memories of smudgy Spectrum thermal printing ... but if you must put your Organised thoughts on paper at approximately 45 cps contact Psion at Psion House Harcourt Street London W1H 1DT ☎ (01) 723 9408 and ask for a copy of Psion News okay yah?

Addresses

Amstrad *Brentwood House 169 Kings Road Brentwood Essex CM14 4EF* ☎ (0277) 230222

Citizen *Wellington House 4/10 Cowley Road Uxbridge Middlesex UB8 2XW* ☎ (0895) 72621

Epson *Freepost TK984 Brentford Middlesex TW8 8BR* (no stamp required) ☎ (0800) 289622 (24-hour answering service phone call costs you nothing)

NEC Technologies *Castle Farm Campus Priorslee Telford Shropshire TS2 5SA* ☎ (0952) 620440

Panasonic *300-318 Bath Road Slough Berkshire SL1 6JB* ☎ (0753) 34522

Star Micronics *Craven House 40 Uxbridge Road Ealing London W5 2BS* ☎ (01) 840-1800

Tandy *Tandy Centre Leamore Lane Walsall WS2 7PS* ☎ (0922) 710000

Glossary

Buffer The printer's own onboard memory. Because the micro sends text to the printer faster than it can print it, it has to be stored in the memory. Buffer size is measured in kilobytes (k) like computer memory.

One advantage of a large buffer is that you can return to using the computer while the printer is still working because it 'remembers' the text itself.

Character Any letter, number or printed symbol

Compatible See *Epson-compatible*

Correspondence A print *mode* supposedly suitable for letter writing

cps The speed of a printer, measured in characters per second. Different *modes* have different speeds

Daisywheel A kind of printer which is, at heart, a computer controlled typewriter. Each *character* is a moulded shape on a small circular 'daisywheel'; the daisywheel is rotated so that different characters can be hit against the paper.

The print quality is generally better than *dot matrix*, but new *fonts* have to be physically added to the printer by fitting a new daisywheel.

Daisywheel printers tend to be more expensive than dot matrix models

Dot The name of a *character* in the popular British TV show *EastEnders*. Also a term used in computer printing: every character from a *dot matrix* printer is made up of dots

Dot matrix A kind of printer which produces *characters* as a series of dots in vertical lines. It can also print graphics

Draft A quick, low quality print *mode* suitable for printing where the quality isn't important – eg notes for your own use

Epson-compatible The Epson FX 80 was an early low cost *dot matrix* printer, which set the standard by which others are judged.

When a printer is said to be Epson-compatible, this means it will work with software which works with the Epson FX 80, as most packages do

Font Typeface. In the context of printers, font often means the same as *mode*, but some printers offer fonts that actually look different rather than just have different quality

LQ Letter quality, a high-quality print *mode*

Mode When you use a printer you choose the mode (usually by flicking a switch on the printer itself) depending on the quality of output you need. *NLQ* is usually the best, while *draft* is faster

NLQ Near letter quality. On *dot matrix* printers, this print *mode* supposedly gives output as good as a *daisywheel*.

NLQ is usually achieved by printing a line, moving the paper half a *dot*, and printing the line again – giving the impression of thicker *characters* without space between the dots. It's slower than other modes

Pins *Dot matrix* printers produce each *character* as a series of vertical lines. The number of pins is the number of dots in each vertical line – so a 24-pin printer gives better quality than a 9-pin.

9 pin printers are being superseded by 24-pins, so they can often be picked up for discounted prices. Very early dot matrix printers were 7 pin

Printhead The part of a printer that touches the paper to print each *character*

Sheet feeder The device that pulls new sheets of paper into the printer. Most printers have built in sheet feeders that work with continuous paper, but not with single sheets (see Printer Extras box)

Printer extras

Acoustic box ... padded with thick foam to reduce printer noise, this also acts as a printer stand. As always, phone to check there's a model that will fit your printer. Prices start from £38.95, depending on printer. Kador *Unit 4 Pontcynon Industrial Estate Abercynon Mid Glamorgan CF45 4EP* ☎ (0443) 740281

MaxaFit This sheet feeder handles single sheets of paper – headed stationery etc – and saves you the trouble of putting them in one at a time. It fits most printers but it's worth phoning to check that your model is one of them. £17.50 from Margin Maker *121 Gresham Road Staines Middlesex TW18 2AJ* ☎ (0784) 452677

Printer stands Stands to rest the printer on cost from £14 upwards from Manor Court Supplies *Glen Celyn House Penybont Llandrindod Wells Powys LD1 5SY*

Reinking At least two firms will reink old fabric cartridge ribbons, giving them a new lease of working life.

Aladdin charge £1.45 per ribbon *Freepost Eyemouth TD14 5BR* (no stamp required) ☎ (08907) 50965

S+U Brothers charge 99p per ribbon *Hillview Post Office Alexandria Dunbartonshire G83 0QD* ☎ (0389) 52680

MEGALAND

SPECIAL OFFER 1
MEGALAND MEGA PACK
SAVE OVER £250
GAMES
Free Photon Paint Free Skyfighter Free Las Vegas Free Demolition Free Grid Start Free Karate Kid II Free Goldrunner Free Wizball Free Platoon Free PD Disks with 24 Games Free T V Modulator Free Joystick
£399 00 Inc V A T

SPECIAL OFFER 2
Hollywood Pack Comprising of
C64C C2N Cassette Deck
Quickshot II Joystick
GAMES
Rambo Trivial Pursuits Top Gun Bullseye Platoon Krypton Factor Miami Vice Every Second Counts Great Escape Blockbusters
FREE T-SHIRT FREE DELIVERY
NOW £139 95

SPECIAL OFFER 3
Olympic Pack Comprising of
C64C C2N Cassette Deck Quickshot II Joystick
GAMES
Daley Thompson's Decathlon
Barry McGuigans World Championship Boxing
World Series Baseball Snooker Match Point Match Day II
Basket Master Track and Field Daley Thompsons Superfest
Hyper Sports
FREE T SHIRT FREE DELIVERY
£139 00 Inc V A T

SPECIAL OFFER 4
Amiga A500
Carrier Command Photon Paint Karate Kid II
Goldrunner
G B Air Rally Joystick PD Disks
Wizball Platoon
Aegis Sonix (please emphasize)
T V Modulator
$425 Inc V.A T

SPECIAL OFFER 5
Atari 520STFM 1mb Drive
Arkanoid II Black Lamp Buggy Boy Chopper X
Ikari Warriors Marble Madness Quadralien Ranarama
Return To Genesis Roadwars Starquake Thrust Wizball Xenon
Synaps Beyond The Ice Palace Thundercats Test Drive
Eddie Edwards Superski Seconds Out
Summer Olympiad Organiser (please emphasize)
£345 00 Inc V A T

SPECIAL OFFER 6
Get A True PC Now
PC1 High Res Mono Monitor
Able One Software
Wordprocessor
Spreadsheets
Database
£325 Inc V A T

SPECIAL OFFER 7
Megaland Mega Mega Pack
Amiga A500
Photon Paint Carrier Command
Karate Kid II Goldrunner G B Air Rally
Demolition Gridstart Joystick
P D Disks Wizball Platoon
Aegis Sonix T V Modulator Skyfighter
£449 00 Inc V A T

SPECIAL OFFER 8
STAR LC10 COLOUR PRINTER
£249 00 INC V A T

SPECIAL OFFER 9
VISION 2400
Colour Monitor and Stereo Sound
£215.00 inc V.A T.
Suitable for
Amiga, Atari, etc

SPECIAL OFFER 10
Atari External 2nd Drive
£85 00
Includes Integral P S U

SPECIAL OFFER 11
CBM 64/128
External 880k 2nd Drive
£115

SPECIAL OFFER 12
Amiga External 2nd Drive
£85 00
Includes Integral P S U

FREE
PRIZE DRAW
ON MEGALAND MEGA PACKS

- **1ST PRIZE** Holiday home in the sun on the Costa Del Sol
- **2nd Prize** 3 x Amiga 2nd Disk Drives
- **3rd Prize** - 20 x Commodore Watches

MEGASOFT SOFTWARE CLUB

Photon Paint	£25 00 inc VAT	P D Disks	£8 00 inc VAT
Aegis Sonix	£25 00 inc VAT	G B Air Rally	£5 00 inc VAT
Carrier Command	£12 00 inc VAT	Wizball	£5 00 inc VAT
Karate Kid II	£5 00 inc VAT	Platoon	£5 00 inc VAT
Goldrunner	£5 00 inc VAT	Las Vegas	£5 00 inc VAT
Skyfighter	£5 00 inc VAT	T V Modulator	£1[illegible] 00 inc VAT
Demolition	£5 00 inc VAT	Joystick	[illegible] AT
[illegible]	[illegible] AT		

MEGALAND
OPEN NOW
RETAIL CASH AND CARRY
42-44 MILLBROOK ROAD EAST
SOUTHAMPTON
0703 332225 OR 0703 330544
Personal Callers Welcome

Access

BARCLAYCARD
VISA

GUIDE TO
INDEPENDENT REPAIR SERVICES

No matter how much you care for a computer eventually something goes wrong. And you can bet your life it'll happen after the guarantee has expired so you can forget about sending it back to the manufacturers. In most cases they won't want to know.

So TGM has compiled a list of top computer-repair firms together with details of the machines they service, cost and warranty.

- Before packing your computer off to a repair firm check to see if your local computer dealer can recommend a local repair outfit. It's easier to deal with a local firm because you can always go round and knock at their door.
- Failing that, it's time to look at one of the firms in the TGM guide. Phone the company you choose and try and get a rough guide of the cost of the repair, how long it will take – and whether they'll give a warranty to do it again for free if the repair doesn't work.
- Make sure that the quoted price includes parts, labour, VAT and return postage.
- When sending your computer by post, pack it carefully – preferably in the original box – or you could end up paying a lot more than you reckoned.
- Always include a letter with your address, telephone number and the effects of the fault.
- Send the whole package by recorded delivery – just 24p on top of the stamp cost – and pay the extra cash for an advice-of-delivery slip (25p if you ask for it when you post the package, 65p if you leave it till later).

That way you know it's got there, you can hassle the repair firm if they claim it's lost in the post and you can sleep at nights too.

COMPANY **BCL (Best Computers Ltd)**
ADDRESS *Galaxy Audio Visual, first floor, 230 Tottenham Court Road, London W1A 3AP*
☎ (01) 631-0139 or 580-6640
COMPUTERS REPAIRED All 8-bit and 16-bit models including PC compatibles.
PERIPHERALS REPAIRED All
PRICES A typical small repair would cost £15-£20
WARRANTY Six months.
ADDITIONAL INFORMATION Free estimates. Galaxy Audio Visual also sell micros.

COMPANY **The Computer Factory**
ADDRESS *Analytic Engineering Ltd, Unit 18A, Grainger Road Industrial Estate, Southend SS2 5DD*
☎ (0707) 618455
COMPUTERS REPAIRED All major models except Atari
PERIPHERALS REPAIRED Disk drives and printers
PRICES £7-£40
WARRANTY Three months
ADDITIONAL INFORMATION Free estimates.

COMPANY **GSF Services**
ADDRESS *113 Mountbatten Road, Braintree, Essex CM7 6TP*
☎ (0376) 46437
COMPUTERS REPAIRED All Spectrums
PERIPHERALS REPAIRED Phone
PRICES Spectrum 48K £10.50, Spectrum 128K £13
WARRANTY Four months

COMPANY **HS Computer Services**
ADDRESS *Unit 2, The Orchard, Warton, Preston, Lancashire PR4 1BE*
☎ (0772) 632686
COMPUTERS REPAIRED All Spectrums.
PERIPHERALS REPAIRED Phone
PRICES From £14.95
WARRANTY Three months

COMPANY **Ladbrook Computing International**
ADDRESS *33 Ormskirk Road, Preston, Lancashire PR1 2QP*
☎ (0772) 21474 or 27236
COMPUTRES REPAIRED Mainly Atari
PERIPHERALS REPAIRED Printers and disk drives
PRICES According to machine – for example ST £34.50, XL/130 XE £23 (these prices include VAT)
WARRANTY Phone for information

COMPANY **MP Electronics**
ADDRESS *Wendling, Dereham, Norfolk NR19 2LZ*
☎ (0362) 87327
COMPUTERS REPAIRED Spectrum, C64, BBC B, PC-compatibles – in fact all major makes except ST and Amiga
PERIPHERALS REPAIRED Printers, plotters, monitors, disk drives etc
PRICES All inclusive prices for most machines: 48K Spectrum £15, 128K Spectrum, BBC B and C64 £27.50, PCs from £20-£100+. These rates cover all faults except those caused by other people's botched repairs!
WARRANTY Phone for information
ADDITIONAL INFORMATION Free estimates. £20 overhaul service for 48K Spectrums – MP Electronics replace sockets, keyboard membrane etc and will repair any faults that develop within six months of overhaul.

COMPANY **PM Engineering**
ADDRESS *Unit 8, New Road, St Ives, Cambridgeshire PE17 4BG*
☎ (0480) 61394
COMPUTERS REPAIRED All home computers.
PERIPHERALS REPAIRED Printers, monitors and disk drives.
PRICES Phone. There's a set repair price for each computer regardless of the fault and including all parts and labour.
WARRANTY Three months.

COMPANY **RA Electronics**
ADDRESS *133 London Road South, Lowestoft, Suffolk, NR33 0AX*
☎ (0502) 566289
COMPUTERS REPAIRED All Spectrums.
PERIPHERALS REPAIRED Phone
PRICES Spectrum 48K £14, Spectrum 128K £20
ADDITIONAL INFORMATION RA Electronics also sell components.

COMPANY **Video Vault Ltd**
ADDRESS *140 High Street West, Glossop, Derbyshire SK13 8HJ*
☎ (04574) 66555
COMPUTERS REPAIRED Most.
PERIPHERALS REPAIRED Phone
PRICES From £19.95 according to machine
WARRANTY Three months
ADDITIONAL INFORMATION While-you-wait service in Manchester

COMPANY **VSE Technical Services**
ADDRESS *Mercury Asset Management Youth Enterprise Centre, 8 Nursery Road, London SW9 8BP*
☎ (01) 738 7707
COMPUTERS REPAIRED All Spectrum, Amstrad, Atari and Commodore models.
PERIPHERALS Opus Discovery drive (partner Ian Vaudrey is official repairperson for the Sinclair Discovery Club)
PRICES Rough guide: £12.90 for Spectrum 48K or Spectrum +, £14.90 for Spectrum 128K, £15.90 for Spectrum +2, £21.90 for Opus Discovery. Prices include parts, labour, VAT and return postage.
ADDITIONAL INFORMATION VSE Technical Services is run by young people with the help of a south London Youth Enterprise Centre

COMPANY **Wight Computing Home Micros**
ADDRESS *122 High Street, Ryde, Isle of Wight PO33 2SU*
☎ (0983) 68978
COMPUTERS REPAIRED Most.
PERIPHERALS REPAIRED Printers and monitors but check first that the service is available for older models.
PRICES According to the problem.
WARRANTY 90 days
ADDITIONAL INFORMATION Wight Computing will also check, clean etc computers which are not obviously faulty

COMPANY **WTS Electronics**
ADDRESS *5-9 Portland Road, Luton, Bedfordshire LU4 8AT*
☎ (0582) 458375
COMPUTERS REPAIRED Spectrum, Commodore, BBC, VIC20, Amstrad CPC 464
PERIPHERAL REPAIR Phone
PRICES £14-£32 depending on machine
WARRANTY Three months
ADDITIONAL INFORMATION WTS Electronics promise to complete the repair within one week from the day they receive the machine

Attention repair firms: If you would like a mention in the Back Bytes Repair page, please send the relevant details to Back Bytes, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB*, including a phone number and the manager's name [illegible]

Joystick repair offer

Waggling is bad for you: even the most reliable joysticks can break after a few months' use because there's so much strain on the moving parts. But now **Roebuck Designs** offer a £4.50 replacement service for all models.

Just send in your damaged stick and Roebuck will quickly send back another of the same model [illegible] working perfectly. [illegible] keep yours, repair it [illegible] and send it to another customer.

The £4.50 price includes return postage.

Roebuck Designs, [illegible] *Works, Birds Hill, Letchworth, Hertfordshire SG6 1HX* ☎ (0462) 480723 or 480929

TOOLBOX

A selection of products to make life bearable

Trilogic blitz for Commodores

Attendances were poor at November s London Commodore Show – who knows maybe the apparent success of this year s PC Show put people off the Commodore event and the earlier Amstrad exhibition

Whatever Trilogic and others had plenty of handy add ons for the C64 and Amiga as TGM s Jason Sheldon discovered In fact there was so much we couldn t fit it all in – more next month!

Finding faults

C64 hardware needn t be so hard with two Trilogic add-ons – 64 Doctor and Drive Doctor

64 Doctor offers intensive care for aging machines It s an £18 99 diagnostic cartridge allowing you to test the keyboard joystick ports ROM major chips and interrupts (All it doesn t do is mend the fault)

This handy little gadget just plugs into the cartridge port on the back of your C64 – no soldering required just remember to turn the power off before inserting it

First it checks the keyboard A display of the C64 keyboard appears onscreen and as you press the real keys one by one each is displayed in reverse field (white on black) So if you press a key and nothing happens onscreen there s a problem at your fingertips

Still even Spectrum-owners should be able to tell if a key works *without* a gadget

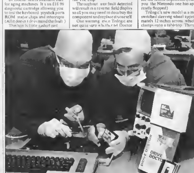
The next test checks the joystick ports in a similar way and then the input/output (I/O) ports come under scrutiny The screen displays the various ports and the chips associated with them The test also checks the banking capabilities of the VIC chip

Throughout any fault detected will result in a reverse field display so all you may need to do is buy the component and replace it yourself

One warning even Trilogic are not quite sure whether 64 Doctor works on a C128 as the chip lay outs are quite different

Disk Doctor
The £14 99 Disk Doctor package contains a disk and a cassette The software is supplied on the cassette logical because if you re using Disk Doctor there s presumably something wrong with your drive The disk is inserted in the drive and used for tests

Disk Doctor checks the speed of the drive backstop setting head alignment and head movement Again just one warning it s quite easy to get slightly electrocuted if you re not careful



Only when I laugh Trilogic staff taking 64 Doctor seriously

Put your foot on it

This is the future of flight simulators and car racing games they say – yes a foot-operated joystick These seem to be catching on with a Nintendo version available in the USA and another planned for the Konix Slipstream (mind you the Nintendo one has apparently flopped)

Trilogic s new model is a micro-switched steering wheel approximately 12 inches across which clamps onto a tabletop There s a gear change selector a boost switch (fast or slow) and two foot pedals (on a flight simulator these would act as rudder controls) There s also a joystick port so a conventional joystick can be used with it

Software compatibility may be a problem though – and anyway the gadget won t be out for a while No price has been fixed

Amiga sounds good

For my money – or indeed yours – Trilogic s *Amiga Audio Digitizer* is the best sound sampler around for Commodore s 16-bit baby At £27 99 it s a lot better than Datel s model currently going for around £69 99 including software)

Though the Trilogic sampler doesn t come with software most well known packages can be used – or even cheap public-domain software And after creating a sample (limited only by the software and memory) you can include it in music packages like *Audio Master* or *Perfect Sound* and create music masterpieces

Talking C64!

Chat to your computer! Write your own BASIC programs to incorporate speech! Trilogic s £14 99 Speech Maker 64 cartridge has the following features

- Ready to talk immediately on powerup
- Easy to use
- No software to be loaded
- Does not reduce memory for programming
- Interrupt-driven allows for graphics sound and speech
- Four intonation types
- Key voicing on depression of keys
- Infinite vocabulary (through use of allophones)
- Preprogrammed library of 234 words
- Extended BASIC commands are compatible with Commodore s *Magic Voice* software and enable the cartridge module to run *Magic Voice* software written in BASIC
- Existing base of software specifically written for ADMAN Speech Synthesiser

Amiga Mini Speakers

These are just the things you need for your Amiga if your monitor makes alien-zapping music sound like Aled Jones just plug them in and shake the floorboards!

About 12" tall and 5" wide these speakers are powered from the serial port so no batteries are [illegible] because the box [illegible] not included [illegible]

A remote volume [illegible] is also supplied and a built in equaliser power booster though one Trilogic person admitted I haven t quite found what they do yet

And to really hear the Amiga s stereo effects the speakers can be placed 4 feet apart

£19 99 from of course Trilogic who also offer Mini Amp 1 at £14 99 This is much the same as the speaker set but outputs through headphones (£3 99 a pair from Trilogic)

Trilogic *Unit 1 253 New Works Road Low Moor Bradford BD12 0QP* ☎ (0274) 691115

Printer port problems?

Now you can use any port without a storm thanks to Star Micronics who ve released a serial-to-parallel printer converter At £63 25 Star s SPC 10 connects a printer s Centronics port to the micro s RS232 port and provides full service including handshaking and adjustable baud rate/word length/parity

Star Micronics *Craven House 40 Uxbridge Road London W5* ☎ (01) 840 1800

16-bit disk management

Disk directories are like London if you don t have an A-Z you ll never find what you re looking for And that s where Xpedients come in

First they produced a Filofax style binder for storing disk information and now comes *The Disk Organiser* a £29 99 PC package which analyses disk information and provides a printout ST and Amiga versions are expected in the New Year with Amstrad PCW and Apple Macintosh also planned

Load *The Disk Organiser* let it read all your disks store the information to floppy or hard disk and then output customised reports which can include filename file size your own description of the file which disk it s on remaining disk space etc

The software produces an ASCII file so you can edit your disk notes in a word processor too

Package deals

The price includes Xpedients s pseudo-Filofax notebook to keep the results tidy and 200 pages worth of continuous paper *The Disk Organiser* is also available for £39 99 with Mirrorsoft s *File Rescue Plus* (software which recovers lost or damaged files normally £29 99) or if you already have the notebook you can get just the Xpedients software for £19 99

Xpedients *10 16 Mottram Street Middle Hillgate Stockport SK1 3PA* ☎ (061) 480-1952

Souped-up STs

Reach out and touch your ST with the latest from Eagle Business Computers a sensitive screen At £399 this software and hardware combo for *GEM* based applications allows you to select commands by touching the screen rather than pointing the mouse

The flat transparent touch sensitive screen fits over the monitor or TV and plugs into the serial port Of course there could be problems if you want to use the serial port for something else while fondling the screen so Eagle are working on a version which more sensibly plugs into the mouse port

Go-faster card

Meanwhile ST artists wanting faster graphics manipulation can speed up their machines with Eagle s £299 accelerator card According to Eagle Managing Director Steven Griffiths it doubles the speed of the machine though there haven t been benchtests to prove that yet

In effect the accelerator card replaces the ST s Motorola 68000 processor with a more advanced model the 68030 This is said to equal the speed of Intel s 80386 chip currently all the rage in PC land

Griffiths says the card is primarily aimed at people who use the ST for DTP graphics and emulation

Eagle Computers *second floor Glamorgan House David Street Cardiff CF1 2EH* ☎ (0222) 390286

COMPETITION RESULTS

MANNATTAN DEALERS COMPETITION

Silmarils put an Amiga A500 up for grabs complete with TV modulator The lucky winner is Mathew Netherwood Huddersfield HD4 6RA

WE ARE NOT AMUSED

Domark offered a trip to Limehouse Studios to see behind the scenes of *Spitting Image* on Saturday 17th December The overall winner chosen from all the entrants including those from sister magazines *Crash* and *Zzap* will be presented with a Spitting Image puppet of themselves The winner is Nick Hawkes of London

The 3 second prize winners will receive a *Spitting Image* video and book. They are: Andrew Watson, Billagow G64 3BA, Derek L Marley Newark NG[illegible], Hal Maugham, Norfolk IP24 3NU

10 runners up will each receive a *Spitting Image* book. Stephen Hanrahan Slough SL1 2EJ Nigel Parsons, Cardiff CF1 9BY Christopher Pearson Huddersfield HD5 4AU David Brown Widford [illegible] Richard Davis London N13 7LS. Andrew Wilson, Essex RM2 6QD Stuart Rawes, Liverpool L25 9NB Peter Young Saddleworth OL3 5EG Malc Sims, Kent CT1 1YF Howard Thorpe Southampton SO1 8AX Matthew Harry Plymouth PL3 5RE. Jason Collis, N Ireland BT20 3AQ Richard Heath, Leek ST13 8RU Colin McBurnie Dewsbury WF12 7PL. Kevin Patton, Herts HP2 5TG.

POPERPLAY COMPETITION

Powerplay offered a Sony Sound Bag radio cassette player for the winner a 3 inch FD 9B black n white from Sony as a second prize and a third prize of a Sony CFS 930 sports stereo radio/cassette player

The winner is Paul Speed Lincoln LN6 0NU

The second prize goes to Mrs C Cox, Basingstoke RG21 3NU Third prize goes to R Coveney Telford TF2 7DF

Nine runners up each receive joysticks. Matthew Alexander, Shrewsbury SY2 6LY Craig Reid Perth PH1 3BY Andrew Mason Lincoln LN5 9AQ Howard Thorpe Southampton SO1 8AX. Simon Wilks, Herts PO7 8PR D Taylor Cheshire CW9 7BH Ben Geddes Caithness KW8 5ET A Salisbury Darlaston WS10 8NE. Jason Sims, Dorset BH21 3NG.

The Games machine

READER CLASSIFIEDS

PIRATES STAY AT SEA!

TGM will not knowingly place adverts for pirated software. TGM does not condone piracy and in an effort to control this we will not place any advert which does not include a full name and address. Code names are not acceptable. Thank you for your cooperation.

WANTED

Interface Amiga A500 with possible 1MB memory modulator. Swap for an ??? conditioned boxed Atari 520 STFM 1/2 Meg, mouse mat, Euromax joystick, disk box, dust cover, 50 Atari, Atari VCS or sell £380. Tel 01 897 3386 (Ricky)

Sega with 8 or more games. I have a C64 with over £380 worth of wicked games, 2 joysticks, 2 datasettes, sandone last month. Ask for Chris (0344) 428185. Will sell for £130. Offers considered

FOR SALE

Atari 1 Meg memory upgrade £60 includes fitting, free return postage for ST/M/FM's. Would consider swap for Hi-Res monitor or cassette books or anything interesting. Tel 0468 272 686 (Mark)

CBM 64C cassette joystick mouse over £200 of software inc Bionic Commando, Nebulus, The Sentinel plus magazines etc. Only £150 ono. Tel Southport (0704) 27186 evenings

Atari 800XL boxed with manuals, introduction cassettes, 1010 cassette (works but needs repair, not included in price), joysticks, 42 games worth £250+. Will sell for £95. Phone 01 361 9664. Ask for Wayne

CBM 64C £300 games include FM2, Tracky Man, W.G.I., Last Ninja II, Impossaball, Monitor 2 also two 2CN's, Atari up board, two joysticks, Music books. All for £250 ono. Tel Chris 0703 738152 after Neighbours

£85 Spectrum triple port joystick interface, Kempston Pro joystick, top games inc Match-day II, Driller, Gunship, Olympic Challenge etc. cassette recorder, club mags, books as new £85 ono. Tel Atari 885000 evenings

Spectrum+ inc. 150 games, many original including Driller, Platoon, Gunship, Magnificent 7 etc. cassette recorder, Currah speech pack, 52 boxes of 14pus (complete set) £120 ono. Tel. 061 424 8496 and ask for Andy

Want a micro – MSX 64K Sanyo plus cassette plus printer – books – paper plus games – £150 – £340 – George – 0797 398400 after 6pm.

CBM 64 Excelerator Plus disk drive, 2 print ers, mouse, over £200 software. Value £1138. Selling for £380 ono. Telephone (0532) 741817

Money For a quick info pack on how to make a fortune in a few months send SAE to: H Lock, 28 Cricketers Road, Arlesey, Beds SG15 6SP. Don't forget to enclose a SAE quoting Money Kit

CBM64C excellent condition, datasette, 2 joysticks, mouse, 36 original games worth £230+, mags, Zzap, Commodore User, Games Machine, manual. Only £180. Phone (074 575) 358. Ask for Joe after 5pm

Amstrad CPC 464 books microwriter, disk drive, AMX mouse, 64K rampack, joystick, games inc Platoon, Elite, Gauntlet, etc. Great Value only £250. Tel Lincoln (0522) 680152 (after 6pm). The buyer must collect.

Amstrad 464 books, monitor, disk drive, thermal printer, 256K upgrade, speech, tons of games tape and disk, Pyramax, Advanced Art Studio, Mini Office II, boxed mags, joystick. £450 ono (0375) 679301 after 7. Buyer collects

Atari ST with mouse, games, books, disk box. Good condition £333 ono or will swap for Amiga. Also Spectrum+ and games for sale £90 ono. Phone Justin 0602 787831

Spectrum 128+2, complete with two joysticks and books, interface, mags and over £500 worth of original software. Perfect condition. Offers over £160. 01 206 0066 evenings, ask for Antony

Atari ST games for sale: Wizball, Predator, Rampage, The Sentinel, Eagles Nest, Out Run and Bubble Bobble. Only £8 each and all originals. Call Jake on 01-806 2739 after 7pm

MSX 64K plus cassettes plus £1,400 software, mags, boxed, also black and white TV. All for £300 ono. Phone David after 4pm on 0904 461259

Bugs! and other electronic gadgets, quality at low prices. For our new free catalogue phone or write to: Mercury Electronics, 238 Kew Road, Richmond, Surrey TW9 3EG. Tel 01 881 2644

Atari 520 ST-FM over £300 worth of software, many blank disks, Euromax Pro joystick, games include Outrun, S.T.O.S., Starglider 2, Corruption etc. In perfect condition. Will sell for £325 ono. Phone Robert Sturt on Dereham (0362) 697822

Sega console 22 games including Super Hamer 3D, Shinobi, Missile Defence 3D, Out Run with Light Phaser, 3D glasses, joystick, all boxed as new under guarantee. Sell for £350 ono. Worth £900. Bargain. Cobham (0932) 65358

Spectrum+2 for sale. 64 games e.g. Head Over Heels, Combat School, all originals, 2 interfaces, Cheetah joystick. Perfect condition, all books. Worth £400+ new, sell for only £200. Phone (0623) 514361 after 7pm

CBM 1541 disk drive and over 100 disks. All for only £110 ono. Phone (0602) 53109 and ask for Russ

Atari 800XL, D/D 1029 printer, tape deck, £300 worth of software, books, mags, joysticks, blank disks, modem. All for only £350. Phone 01 794 5388 after 6pm.

C64 games for sale. Titles include Game Set & Match, Konami Coin-Ops Compilations, Road Blasters, Skate Crazy, Hopping Knights, Combat School, Impossible Mission 2, Buggy Boy, Empire Strikes Back plus more on tape. List for £60. Tel Earl 01 801 9462

Sega Master System for sale. Comes with Shinobi, Wonderboy, Wonderboy, Aztecfighter, Choplifter, Teddy Boy, Out Run, Kung Fu Kid, Rocky, Works books, Hang On and Atari Syndrome. £100. Noel Windres, 8 Tieceles Grove, Ballymena, Co Antrim, N Ireland BT43 7BJ

Berkshire Zapper Gun plus seven cartridges worth well over £100. Will sell for £65 only. Phone (01) 515 2777 Extn 134 (Mon-Fri 9am-5pm). Ask for Wendy Cleaver

Spectrum+3 mouse, Multiface 3, worth disks, Music Interface, 150+ software titles. Write to Mr Eric Austin, 38 Provene Gardens, Waltham Chase, Soton, Hants, for a complete list. Will accept £400 ono

Buy my Commodore 64 for £120 and get my datasette, 2 joysticks, £350 worth of games software, £100 worth of magazines, manuals and lots of extras, tele!! Phone (061) 540 5480

Atari 520STFM for sale + mouse mat + heaps of games. Virus, Armalyte etc + more. Worth £650, will sell for £300 or swap with Amiga A500. Phone 01 363 7358 (Wayne)

Commodore disk drive 1570 £100 ono. Phone 0845 61 after 7pm, ask for Phone £20. Games £3.00 Atari

ST Super Read originals all genuine books, cassette for sale eg Summer Olympiad, Thundercats £7.00. For full list send SAE to Michael Rasmaan, 26 Kiddermeister Road, Slough, Berkshire SL2 2AZ. weekly

Amstrad 6128 colour monitor, Multiface 2, 2 joysticks, dustcovers, tape drive, mouse, disks + box, software inc Pamplay Plus, Gryzor, Gauntlet 2, Match Day 2, Daley Thompson Olympic, Magnificent 7, mags + binders, 1 year ... mini ... Worth £900+ ask for £300 ono. Phone 0792 896837

C64 Reel deck, joystick, over £350 software including Predator, heads 18 and many books. All originals. Will sell for £140 ono or will swap for Atari 520 STFM. Tel Lab (061) 426 8773 after 4pm

C64 books, C2N, joysticks, Mouse Mats, over £280 worth original software (incl. Elite, Gauntlet, 4K, L Boers, World Games) plus mags. Worth £580. Ask for £210 ono. Tel Anthony (061) 747 after 4pm

Atari STFM 18 ish great games, everything in excellent condition, mouse and PD software included. A bargain at £300. Phone Brooks on (0252) 723814

Amiga A500 disk & 25 disk drive with software, books as new and still under guarantee. Will sell for £480 ono. Tel 01 671 8824 after 4.30pm on weekdays and anytime over the weekend

C-64 cassette unit, 2 joysticks, mouse and Indiana graphic software, speech unit, £800+ of software. All the greats, Last Ninja, Dead or Die etc – £250 ono. Phone Hemel Hempstead (0442) 3847 ask for [illegible]

Sega games for sale. New [illegible] all boxed. Send SAE to 3 Chaumont Way, Stockton-on-Forest, York YO3 9TX. First come first served!

Amstrad CPC464 with colour monitor, over £900 worth of games including Dark Side, Cybernoid and Starglider, Cheetah Mach 1+, [illegible] and nine back issues of AA and ACU. Will sell for £380. Phone after 6pm 061 434 8674

Atari 520 STFM 28 games, joystick, utilities, also disc box, 40 blank discs and new £180. Sell for £260 ono. Tel Huddersfield (0484) 531469

CBM64 plus C2N's, two joysticks, mouse/cheese, reset switch, Robocom 16 boxed games including Winter Edition, Champ Wrestling, Int Soccer cartridge and most sports, also ZZAPS, £180 ono for quick sale. Tel 01 474 8511

Atari ST originals for sale: Virus, [illegible], Universal Military Simulator, Rampage, [illegible], Trivial Pursuit, Test Drive, Carrier Command. £7 each. Write to [illegible] Bruce, 18F Logie Avenue, Aberdeen AB2 7TN

Atari 520STFM including joystick, mouse, boxed, mags, disc box, dust cover, mouse mat and £350 worth of software. 9 months old, mint condition, worth £850. Sell for £400 ono. Phone Sophie on 07 748 4820

Sega System boxed as new, still under guarantee, includes two joypads, also [illegible], Outrun, Rocky, Zillion, World Soccer, Astro Warrior and Hang On. Worth £250, will sell for £140. Tel: Mayfield (0435) 873521

C64 with 1541 £250 worth of software inc. IK+, Barbarian 1&2, Bubble Bobble, [illegible] Leader Board Courses, Microprose plus Quickshot 2 and owner's manual. All for £150 ono. Phone Stuart on 0440 706855. A definite bargain!

Acorn Electron with 32K 3.5" disc drive (Plus 3), Plus 1 interface, twin joysticks, 175 games boxed. Worth £1300, will sell for £230 or swap for ST or Sega of similar playing value. Phone (0827) 72361 after 4.30pm.

Spectrum 48K, tape recorder, £300 worth of games, Lo-profile keyboard, Kempston Pro 5000 joystick and interface. Cost £450, sell for only £88. Phone 061 and 0488 ask for Paul

Sega joystick Out Run, Wonder Boy, Global Defense, Hang On, Astro Warrior, Quickshot joystick, 15 issues of C&VG and TGM. Boxed as new, superb condition. £90 ono. Sorry can't split. Phone Bill 01-882 5803

Atari 520 STFM only 4 months old, boxed with manuals, mouse, magazines, joystick and £400 of games. Worth £700, sell for £300 (Xmas present). Phone 01 593 9031

Amiga 500 as new including TV modulator, 2 joysticks, mouse mat, [illegible] with disc, Deluxe Paint, Interceptor, [illegible] and remote colour TV. Bargain at £400 or will split. Phone 0492 894881

BBC Model 'B' 200K dual disc drive, joystick, speech synthesiser chip, blank discs, Acorn DFS, books, over £800 of software. Worth £1440, sell for £300 ono. Phone Dominic [illegible] 483 8207. Bargain of the year!

Amstrad CPC 6128, disk drive, green screen monitor, £300 worth of software, 40 issues, leads for use, lots of magazines, all manuals, leads, joystick, mouse, cassette deck. Only £260 ono. Tel (0304) 863284 after 5pm

Spectrum +2 for sale also Sega 1 keyboard, joystick, [illegible] boxed, [illegible] 30 games, nearly all Crash Smashes. Phone 0865 5542

CBM64 tape deck, boxed, £400 worth of software. Cost £260 sell £150. Also Sega system boxed, 7 games including Rocky, 3-D. Cost £300 sell £88. Write to – RK, 45 Cunnels Lane, Harwich, Essex CO12 3DE. Tel 240671

SWAPLINE

Amiga user wishes to swap software with users around the world. Latest titles only. We have large selection, send list etc to Martin, 1888 Beach Road, Torbay, Auckland 10 New Zealand

Amiga: Nemesis are searching for new contacts. Only brand new games are [illegible]. Swap, sell or buy. It's up to you.
Write to: Nemesis, PO Box 348, 6400 Sonderborg, Denmark. No Lamers!

Swap [illegible] tape deck, tuner, amplifier, Hitachi speakers plus collection of [illegible] for Atari 520ST. Cash adjustment if necessary, or any reasonable offers. Phone Ross on (0423) 288344

PEN PALS

Wanted Amiga users to swap programs etc. All letters will have a reply. Write to Tony, 85 Hillview Gardens, Cheshunt, Herts EN8 0PD. Tel 0992 30684.

W.G.W. wanted to swap new contacts on the Amiga. Write to PB 788, 9000 Gent 1, Belgium or call 003291 284460. Answered 100% especially overseas (Try it!)

Amiga contact wanted around the world, next reply guaranteed. Write to DAZ, 2 Park View, Arrow, [illegible] Warks B49 5PN or phone (0789) 478282 between 4pm and 7pm.

Amiga owner wanted pen pals worldwide to exchange hints, solutions etc. I will answer all letters the same day. Write to: Richard Goulstone, 93 Hill Ave, Mangere, Auckland New Zealand

Amiga stud – is in search of any good contacts [illegible] to swap any stuff and tips, also buying CBM64 stuff. Write or phone 01 208 1890 – 14 Middleton Road, London NW11 7NB. Ask for Nik.

Amiga user wanted Amiga pen pals and contacts from all over the world. Guaranteed reply. Write to [illegible] 12 Kingsford Street, Maroubra 2035 Sydney N.S.W. Australia.

Atari ST pen pals wanted worldwide. All letters answered. Write to Darren Pyatt, 4 Fernell Close, Cheslyn Hay, Walsall, West Midlands WS6 7LJ England

Atari ST owner 24 [illegible] interested in RPG's and some [illegible] games, wanted [illegible] to write letters to swap hints, tips and conversation. Write to Neil McInnes, 60 Braehead Road, Glenburn, Paisley PA2 8NF

Lonely Nintendo family computer owner wants to be pen pals with anyone with the same computer or Nintendo Entertainment System. Please write as soon as possible to Kenneth Chau, 38 Alloway Street, Ayr KA7 1SH Scotland

Dutch Amiga user wants to make pen pals and contacts all over the globe. Write to Lucke Remakers, Burgemeester Petersstraat 35, 6801 DD Wyhe, Holland.

Amiga and ST owner wants to swap the [illegible] games. Write to Ian Johnson, 12 North Street, Abercynon, Mid-Glamorgan CF45 4ST

Amiga pen pals wanted from all over the world. Write to Ray Lew, Unit 3/31 Argyle Ave, Chelsea 3196 Victoria, Australia. All letters answered!

Atari ST pen pals wanted. Anyone here anywhere? 16 year old into [illegible] games, sport simulations, [illegible] American football. Why not write to Russell Orton, 82 Fearnley Street, Watford Herts. WD1 7DD England

Amiga user wants to swap software etc to anyone anywhere. Send [illegible] to Ben, 8 Ampeney House, Pepys Estate, Deptford, London SE8 3QZ

Amiga users wanted to swap programs, tips, needs everything. Write to Will Williams at 30 Norman Road, Llandudno, Gwynedd LL30 1DU or phone 0492 78471

USER GROUPS

Nemesis is searching for members all over the world. Send [illegible] to Nemesis, PO Box 348, DK-6400 Sonderborg, Denmark. No [illegible] printed

The ST User Group: 10 Tewkesbury Court, London Rd, Isleworth, Middlesex TW7 3AE. The newsletter (6 every year) contains news, reviews, tips, letters plus an arcade section in issue 2. For more details write or phone 01 560 0806 ask for Chris.

MSX Gazette £1 Trial issue, £2 normal issue. Reviews, news, [illegible]. Send for your Trial issue and see what you get for your money. MSX Operational Games at some [illegible]. 47 Reedswood Road, Hastings TN38 8DW

FANZINES

Load and reset your screens and [illegible] system. It can add your own screens and code [illegible]. Just send £1.50 cheque or Postal Order to Steven Sandhu, 142 Brook Street, Erith, Kent DA8 1JA.

MISCELLANEOUS

Computerised banners [illegible] cards, stationery, design your own and send designs to G. Sewell, 53 Lakes Road, [illegible], Kent BR2 [illegible] plus a cheque for 30p for each one and 20p [illegible] 50p for [illegible]

Speech Synthesis £2.95. Drumbeat Simulator £2.50, 20 chr [illegible] £3.50, 78 [illegible] for tape games on tape £2.50. Double Height £1.50. Games Aid £3.95. Interrupt driven sound effects £3.50. Order now or send 18p stamp for [illegible] K [illegible] 5 Pine Dark, Rainford, Merseyside WA11 8DP

Amiga-Toolkit disk. Routines for animation, games, sound effects, scrolling, mouse menus and [illegible] (with full annotation). Only £5.50. Send cheque/PO to Simon Ward, [illegible], 1st Floor Flat, St Davids Hospital, Carmarthen, Dyfed SA31 3HB

35 WORDS FOR ONLY £2.50!

THE GAMES MACHINE Reader Classifieds are your low-cost opportunity to reach thousands of other readers with a small ad, whether you want to buy, sell, swap or team up. Just fill in the form below and send it with your £2.50 payment, cheque or postal order made payable to NEWSFIELD LTD. Photocopies of the form are acceptable.

CLASSIFIED HEADINGS

THE GAMES MACHINE Reader Classified Section is not open to trade or commercial advertisers, but Fanzines may use it. The headings are self-explanatory: WANTED, FOR SALE, SWAPLINE, USER GROUPS, PEN PALS, FANZINES and EVENTS DIARY (for club/user group news, meetings or planned events). However, be careful about TGM publishing dates with the last!

- The maximum is 35 words
- The service is not open to trade/commercial advertisers
- Small ads will be printed in the first available issue
- The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy

TGM READER CLASSIFIEDS

Send to THE GAMES MACHINE READER CLASSIFIEDS, PO Box 10, Ludlow, Shropshire SY8 1DB

Name

Address

Postcode

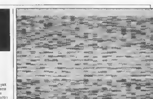
Tick Classified heading:
☐ Wanted ☐ For Sale ☐ Swapline ☐ Pen Pals ☐ User Groups ☐ Fanzines
☐ Events Diary ☐ Miscellaneous

Method of payment ☐ Cheque ☐ Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed

SAM

The secrets of a new machine



After two years of development, Miles Gordon Technology have finalised the design of their SAM home micro due next spring And its specs will astound anyone who thought we d reached the end of the 8-bit road TGM sent an expert Simon N Goodwin, to report on Britain s next new micro

SAM is cheap and runs much existing Spectrum software yet it has 256K of RAM 64 colours and seven-channel sound.

It first came to the public eye a year ago when our Spectrum sister magazine CRASH reported that MGT were planning a super Spectrum – compatible with thousands of existing Spectrum programs but with modern graphics sound disk and memory expansion

Since then the SAM design has grown steadily more ambitious Spectrum compatibility and low pricing are still major features but the new sound and graphics modes have attracted attention from major software houses who plan to produce software specifically for SAM

SAM will initially be available in two versions The cassette model will sell for under £150 , while the disk version with built in 780K 3 5 disk drive will cost £199 You can upgrade either model to 512K of RAM by buying two extra chips

Sound and vision

SAM has four graphics modes, with varying colour and point resolutions All the modes can use a hold and modify facility à la Amiga to display the full range of 64 colours onscreen at one time from SAM BASIC or machine code You can swap between modes at any time and keep screens in several different modes in memory all at once

Mode 1 is like the old Spectrum display fast to program but with restrictions on the position of colour changes You can stick with the normal eight Spectrum colours plus bright variations or reprogram the display to change the colours on standard 48K Spectrum games

SAM may finally give Spectrum games proper metallic spaceships rather than the Lego-style colours of the original Spectrum'

You can also use the palette to resolve clashes in games that juxtapose similar colours like green and cyan or red and magenta

Mode 2 is a cross between attribute and bitmapped graphics with two colours chosen from 16 on each line of eight dots

Mode 3 gives 512x192 resolution with each point in any one of four colours This mode allows a 24-line 85-column text display – best viewed on a monitor unless you've got a really good TV – or 24 lines of 64 columns on a TV

Mode 4 has the same 256x192 resolution as the Spectrum but each dot can be independently set to one of 16 colours with no attribute clash at all

As for sound SAM s seven channels include one simple mono channel for 48K Spectrum compatibility, plus a six-channel stereo sound chip – much superior to the three-channel AY 3 8912 used in CPCs STs and 128K Spectrums

SAM programmers can pan' sounds independently across the stereo image The Mullard SAA 1099 chip contains six frequency generators two noise generators for explosions and suchlike – and 12 amplitude controllers

Interfacing

Unlike older cheap micros, SAM comes plastered with built in interfaces You can use a TV display with sound through the telly or an RGB monitor with stereo sound through your hi fi or Walkman

There s a full MIDI interface and you can also plug in a cassette drive mouse trackball autofire joystick light pen and parallel printer

The built in network (first revealed in TGM010) lets up to 64 machines send messages back and forth or share disks or printers over the network

SAM has a proper socket for add-ons rather than a Spectrum style edge connector You can still use cheap and widely available Spectrum interfaces via a small adapter

MGT intend to produce a buffered macroframe' for people who need to plug several things in at once this will be more costly than Sinclair-style throughports, but should be a lot more reliable

Flexibility

The new machine also has unusually flexible memory paging so it can pretend to be several computer systems at one time You can load a 48K Spectrum game into one part and a graphics package into another and draw a map as you play the game swapping back and forth at the press of a key

Business and educational users can use the same trick to swap between applications without reloading It s not true multitasking but it's a step in the right direction

The SAM processor is a Zilog Z80B running at 6MHz – 50% faster than the Z80A in Amstrad s Spectrum PCW and CPC computers And the Z80B processor makes SAM a fast compatible way to run classic CP/M software including Infocom games and tools like *WordStar Supercalc* and *Turbo Pascal*

The built-in structured BASIC interpreter is written by Andy Wright author of the Spectrum add on language Beta BASIC SAM runs ZX BASIC programs converting them automatically after loading but internally it s a completely new BASIC It has fashionable features for graphics and procedural programming plus extended addressing so that programs and arrays can fill memory

This is a big advance over 8-bit machines like the Spectrum and PCW which limit code to 32-64K sections

How do they do it all? Well SAM is built around an ASIC (application specific integrated circuit) a custom chip which replaces scores of standard components

The low chip count helps keep costs down – SAM has eight chips in all against 20 in the £199 Spectrum +3 and 60-plus in 16-bit computers

■ SAM production is scheduled to start in February with machines available by April or May At first the machine will be available only on mail order from MGT – we ll keep you posted on how to order it and for how much

Component supplies for the first 56,000 machines have been guaranteed but the price may go up or down after then depending on chip costs Chips currently expensive are widely expected to get cheaper during 1989 – but no-one s guaranteeing anything

It s not the end of the bits for 8 bits

Computer Adventure World

WE STOCK OVER 2500 TITLES AT OUR RETAIL STORE & ARE SPECIALISTS FOR THE IBM, ATARI ST, AMIGA, APPLE II & C64 DISC IN

ADVENTURES - FANTASY - WARGAMES - STRATEGY

SIMULATIONS CANADA 'COMPUTER MODERATED' BOARD WARGAMES :

COMPLETE WITH 2 MAPS OF THE AREA OF CONFLICT (1 OR 2 PLAYER) THESE GAMES ARE FOR THE WARGAMES ENTHUSIAST FOR THE IBM, ATARI ST, C64 DISC, APPLE II AT £36-00

MOSCOW CAMPAIGN	WW II & THE MASSIVE GERMAN OFFENSIVE AGAINST THE RUSSIAN CAPITAL
STALINGRAD CAMPAIGN	THE RUSSIAN STEPPES AND SWEEPING MOBILE WARFARE TO STALINGRAD
KURSK CAMPAIGN	THE GREATEST TANK / ARMORED CONFLICT IN HISTORY AT THE KURSK SALIENT WWII
ROMMEL AT GAZALA	DESERT WARFARE AT ITS BEST 'THE DESERT FOX' AND FLUID ARMORED COMBAT
ROMMEL AT EL ALAMEIN	ONE OF THE MAJOR 'SET PIECE BATTLES' OF WWII - SEVERAL SCENARIOS
FALL GELB	'BLITZKREIG', THE GERMAN ONSLOUGHT INTO FRANCE IN 1940 - AND ANOTHER DUNKIRK?
OPERATION OVERLORD	THE ALLIED INVASION OF EUROPE WWII AND THE BATTLES FOR A FOOTHOLD
TO THE RHINE	FOLLOWING 'OVERLORD' THE ALLIED OFFENSIVE AGAINST THE GERMAN HEARTLAND
BATTLE FOR THE ATLANTIC	STRATEGIC SIMULATION OF THE BATTLE FOR THE 'ATLANTIC LIFELINE' WWII
GREY SEAS GREY SKIES	NAVAL WARFARE IN THE PACIFIC IN THE OPENING STAGES OF WORLD WAR II
IN HARM'S WAY	THE SEQUEL TO GREY SEAS PORTRAYING TACTICAL NAVAL PACIFIC COMBAT 1943-5
FIFTH ESKADRA	SCENARIOS OF MODERN TACTICAL NAVAL COMBAT IN THE MEDITERRANEAN THEATRE
SEVENTH FLEET	ESCALATING MODERN STRATEGIC NAVAL CONFLICT IN THE PACIFIC - USA V USSR
GOLAN FRONT	THE CLOSE RUN 1973 ARAB - ISRAELI WAR ON THE NORTHERN FRONT - TANKS & MISSILES

WARGAME, FANTASY, RPG & STRATEGY PROGRAMMES - MAINLY USA IMPORTS.

PALADIN	FANTASY RPG, PARTY OF 9 WITH 10 SCENARIOS OR DESIGN YOUR OWN	ST & AMIGA	£34-00
PALADIN SCENARIO DISC	ADDS MANY MORE SCENARIOS TO THE ABOVE	AMIGA NOW - ST SOON	£19-00
NOBUNAGA'S AMBITION	GRAPHIC STRATEGIC POLITICAL WARGAME & RPG - SHOGUN JAPAN	IBM	£42-50
EMPIRE OF THE PETAL THRONE	AS ABOVE BUT CONCERNS THE UNIFICATION OF CHINA	IBM	£47-50
TIMES OF LORE	NEW FANTASY RPG FROM ORIGINS - BIGGER THAN ULTIMA IV	APPLE & C64	£32-50
WIZARDRY I II, III OR IV	THE CLASSIC 'DUNGEONS & DRAGONS' RPG SERIES	IBM & APPLE, EACH	£39-50
CROSSBOW	GRAPHIC FUN ARCADE SEQUENCE ADVENTURE QUEST - GREAT GRAPHICS	APPLE	£32-50
BREACH	SCI-FI GRAPHIC TACTICAL WRGAME/RPG, 10 SCENARIOS OR DESIGN-Y-OWN	ST & AMIGA	£34-00
BREACH SCENARIO DISC	A FURTHER 16 SCENARIOS TO BREACH MORE TO COME	ST & AMIGA	£19-00
UNDER THE ICE	HIGHLY TACTICAL NUCLEAR SUB WOLFPACK CONFLICT IN THE ARCTIC	ST	£29-50
PRESIDENT ELECT	STRATEGIC SIMULATION OF THE US POLITICAL CAMPAIGNS FROM 1960 88	ST	£29-50
PRIME TIME	DETAILED BUT FUN 'RUN YOUR OWN TV NETWORK' SIMULATION	ST BUT 1 MEGBYTE	£32-50
CIVIL WAR	GRAND STRATEGIC SIMULATION OF THE US CIVIL WAR - FROM AVALON HILL	IBM	£39-50
STAR SAGA ONE	GIGANTIC SCI-FI RPG FOR UP TO 6 PLAYERS THE COMPUTER AS "GM"	IBM	£89-00
GREAT BATTLES (4)	HEXES ON SCREEN WATERLOO TO GETTYSBURG	ST BUT 1 0S SYSTEM	£34-00
EMPIRE	GRAND STRATEGIC GLOBAL CONFLICT MODELLED ON WWII	IBM ATARI ST AMIGA	£24-50
SPACE STATION OBLIVION	3D GRAPHIC ADVENTURE RPG - CAN YOU AVERT DISASTER?	IBM	£37-50
BATTLEHAWKS 1942	STUNNING GRAPHIC WWII FLIGHT SIM - 6 CLASSIC AIRCRAFT TO FLY	IBM	£39-50
LIFE OR DEATH	FANCY YOURSELF AS A SURGEON - REALISTIC 'UNDER THE KNIFE' SIM	IBM	£39-50
SENTINEL WORLDS ONE	MASSIVE GRAPHIC ADVENTURE-RPG, SCI-FI SETTING CREW OF 6	IBM	£24-50
REACH FOR THE STARS	GREAT STRATEGIC 'CONQUER THE UNIVERSE' WARGAME FROM SSG	AMIGA	£24 50

WE STOCK ALL THE SSG WARGAME SIMULATIONS FOR THE C64 - APPLE II SERIES BY ORDER

BARD'S TALE SERIES - CLASSIC FANTASY RPG GAMES MANY FORMATS & PRICES - PLEASE ENQUIRE

GREAT SPORTS SIMULATIONS - MAINLY IMPORTED FROM THE USA:

JACK NICKLAUS GOLF	6 CHAMPIONSHIP COURSES PLUS 2 DESIGNED BY THE MASTER	IBM	£39-50
GONE FISHIN	GREAT 3D GRAPHICAL BASS FISHING SIMULATION WITH EXCELLENT DETAIL	ST	£32-50
JOHN ELWAY'S QUARTERBACK	GRAPHIC CHALLENGING US FOOTBALL SIMULATION	C64 & IBM	£29-50
WORLD CLASS LEADERBOARD	THE CLASSIC GRAPHIC GOLF SIMULATION	NOW ON THE AMIGA	£29-50
MICROLEAGUE BASEBALL	THE BEST SPORTS SIMULATION EVER	ST IBM, C64 & APPLE	£42-50
MLG MANAGER'S/OWNER'S DISC	ADDS TO ABOVE - DRAFT & TRADE PLAYERS ETC	ST & IBM	£25-00
MLG 1987 TEAMS DISC	CONTAINS THE STATS FOR ALL THE NL & AL TEAMS FOR ABOVE	ST & IBM	£20 00
HAFFNER'S 3 IN 1 US FOOTBALL	DETAILED STATS BASED SIM - NO GRAPHICS	ST IBM C64	£32 50

LATEST OFFICIAL 'SOLUTION / HINT BOOKS' - MAINLY IMPORTED FROM USA.

POOLS OF RADIANCE from SSI / TSR £9 50 DUNGEONMASTER from SDL £8 95 INFOCOMS £6-95
KING'S QUEST I II OR III EACH £6 95 SENTINEL ONE £8 95 ULTIMA III OR IV £7 95 POL QUEST £6-95
SPACE QUEST I OR II £6 95 MIGHT & MAGIC £10-50 QUEST FOR CLUES 50 SOLUTIONS FOR ONLY £19-95

SEND LARGE SAE FOR FREE DESCRIPTIVE CATALOGUE & PRICE LIST

POSTAGE FREE IN UK PER GAME EUROPE £2.00 ELSEWHERE £4.00 VISA MASTERCARD - UK POSTAL ORDER CHEQUE EUROCHEQUE

Computer Adventure World

Bank Buildings, 1A Charing Cross, Birkenhead L41 6EJ
Telephone: 051-666 1132

UNCLE MEL'S TRIVIA QUIZ

1) Name the nauseating android beat who became a kid a best seller during Christmas 1986

2) What is the origin of the word MODEM and what does a modem do?

3) Unscramble the software titles from these seasonal telegrams IRK CREAM SANTA GUT LIT OR BUM XMAS

4) When did Gremlin's *Pink Panther* originally appear and what was it?

5) Which late lamented boffin presented TV's *The Mighty Micro*?

6) When was the Compact Disc launched in the UK?

7) What difference will Batman notice in Robin when DC comics bring the little twerp back to life?

8) In 1928 E M Forster predicted a supercomputer suffocating humanity. Name the book

9) Fill in the missing words. Abigail Lizzie Charlotte, William John Jim Annie Tim, Richard, David, Not now

10) What is a LAN a WAN and a TAN?

11) In order of appearance name all the actors who have played Doctor Who

12) Which Ultimate classic was the smash of Christmas 1984?

13) What do you call 144 computer programmers?

14) Who first documented the concept of a mathematical language being used to communicate between remote terminals? **a)** Plato **b)** a Potato **c)** Jules Verne?

15) Which hippy software house was run by Pete the Hat?

16) How many vertical scanning lines are there in the following TV systems NTSC SECAM/PAL, HDTV?

17) What happened to Haresoft's real life adventure game *Masquerade*? What happened to the gold and jewel prize on 5th December 1988 and why?

18) Name the Z-88 on-board utility **a)** Pipe Cleaner **b)** Up Your Pipe **c)** Pipe Down

19) What is a DIN plug?

20) Spot the odd one out, *Puss in Boots Mother Goose* The Gallup Software Charts Income Tax

ANSWERS

1) Tibbly Rueple
2) A combination of modulator demodulator converting a digital signal into an [illegible] signal, and vice versa (also used by [illegible] when addressing women)
3) *Track Suit Manager BMX Simulator*
4) The oral sequence in the 1963 Blake Edwards film. The Pink Panther was a [illegible] gem
5) Chris [illegible] PhD, FLIP
6) 1983
7) [illegible] Robin will be a girl, But Batman won't notice the difference.
8) *The Machine Stops*
9) DARLING, I've got a [illegible]
10) Local Area Network, Wide Area Network, Expensive
11) William Hartnell, Patrick Troughton, Jon Pertwee, Tom Baker, Peter Davison, Colin Baker, Sylvester McCoy
12) Knight Lore
13) Gross incompetence
14) Plato, 428-348 BC in *The Republic*
15) [illegible]
16) 525 lines, 625 lines, 1125 lines
17) It flopped and Haresoft went bust. The winner [illegible] Cross, went bankrupt and auctioned all the prizes
18) No
19) Something to stick in your ears when they play that bloody Christmas compilation tape in the pub
20) Income tax. The rest are all fairy tales

AKAIDO ARCADE SYSTEMS

REQUIRE PROGRAMMERS FOR:
ST/AMIGA/PC/C64

To work on exciting new projects,
in house or freelance.

Apply to:
Personnel Manager
Akaido Arcade Systems
Albermarle House
Osborne Road
Southsea
Hants
PO5 3LB
Tel: (0705) 291 866

The Instant Catalog
VOL 1 X MAS SPECIAL WIN AN ATARI ST No 4

INSTANT Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model
P&P 50p on orders under £5. EEC 75p per title
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release
0533 510102
FOR DISK PRICES & NEW RELEASES PLEASE RING US

ROMANTIC ROBOT
present
THE YEAR OF THE ROBOT
GENIE
GENIE can disassemble ANY RUNNING program at ANY point
MULTIFACE and MULTIFACE 128 only
VIDEOFACE
digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens
£44.95
VIDEOFACE
ONLY £6.95
INSTALL IT INTO THE MULTIFACE ONE OR 128
LOAD ANY GAME AND
LOOK FOR INFINITE LIVES AMMO ETC
ONCE IT FINDS IT
AGAIN
LIFEGUARD
INFINITE LIFE FINDER
THE ULTIMATE SPECTRUM PARALLEL PRINTER INTERFACE
MULTIPRINT
MULTIFACE – THE ESSENTIAL SPECTRUM COMPANION
multiface one + 128
"THE PLUS 3 DISC SOLUTION"
multiface 3
THE ONE AND ONLY FULLY AUTOMATIC TAPE AND DISC COPIER

A GOOD REASON TO BUY SPECTRUM+3"

If you want to [illegible] commercial Spectrum software [illegible] MUST also buy a Romantic Robot [illegible] Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk

(Computer Shopper

Any 128K+3 owner will find it a wonderful device indispensable [illegible]

THE YEAR OF THE ROBOT - BE PART OF IT

I enclose a cheque, PO for £

or debit my No

Name Card expiry

Address

+ p&p (UK & Europe)	£ 1.00 ☐	Overseas	£ 2.00 ☐
MULTIFACE ONE	£39.95 ☐	MULTIFACE 128	£44.95 ☐
GENIE ONE	£ 9.95 ☐	GENIE 128	£ 9.95 ☐
MULTIFACE THREE	£44.95 ☐	M3 w/through port	£49.95 ☐
MULTIPRINT	£39.95 ☐	VIDEOFACE DIGITIZER	£44.95 ☐
LIFEGUARD	£ 6.95 ☐	MUSIC TYPEWRITER	£ 7.95 ☐
SPECTRUM+3 DISCS	£ 2.75 ☐	SPEC +3 TAPE LEAD	£ 2.95 ☐

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave London NW9 8EN ☎ 24 hrs 01-200 8870 M

TRYBRIDGE SOFTWARE DISTRIBUTION

[illegible]

Please send cheque/PO/Access Visa No. and expiry date to

TRYBRIDGE LTD

72 NORTH STREET ROMFORD ESSEX RM1 1DA

Please remember to state make and model of computer when ordering. P&P inc UK. Europe add £1 per item

Elsewhere please add £2.00 per item for airmail **TEL. ORDERS 0708 765271**

All that glitters is not sold

New consoles and computers may sound wonderful – but they're often just too good, argues Barnaby Page

If all that they're saying about the Flare One is true it's the ultimate computer of our time (or console – what's the difference? A console is just a computer without some input/output facilities) Listen to this 512x256 definition built-in genlock overlays custom sound and video chips blah blah blah and all for a knockdown £200 odd

Only trouble is it doesn't really seem likely that the Flare will be released now or ever There are undoubtedly elements of it in the Konix Slipstream (see this month's news) though Konix will privately stress that the Slipstream isn't the Flare One it just shares some ideas

But it's ironic that this ultimate machine may never appear a bit like the previous venture of its designers Martin Brennan Ben Cheese and John Mathieson – the souped up Spectrum Loki Because what's the reason current rumour gives for the Flare's fizzling? It's just *too* good and to manufacture something so terrifically brill would cost too much

I knew this would happen as all moaning prophets say Sooner or later in our quest for ever higher resolution and ever faster processors and ever whizzier graphics handling and ever-less tinny sound we were bound to run up against the problem that computer users or at any rate hyped up computer journalists want more than the real world can deliver

Take the Acorn Archimedes – *please* take it as Acorn said There you've got the cheapest 32 bit machine around (68020 based Apple Macs and – Amstrad notwithstanding – 80386 based PCs still command a price way above Archie's entry level £801 60) You're about to have a new RISC (reduced instruction set computing) chip upgrade available to existing users for just £29 come spring You've got a minimum memory of 512K

You've also got a 4 096-colour palette 16 colour resolution of up to 614x512 ridiculously generous 16 channel stereo sound and soon

But – and it's a bigger but than a dinosaur's – software houses have not exactly flip flopped over the Archimedes True there are many specialist scientific programming and graphics packages available as well as a fair sized handful of games

Yet if anyone's to produce software that would *really* use the machine's full potential it will take them a long time in development And they'll want a lot of Archimedes owners out there – a large user base as the jargon has it

But if anyone smart is going to buy the machine they'll want the software base in place *before* they fork out

Vicious circle goto loop ring a ring a roses call it what you will it's the problem that will face any computer or console that's too good for a market where low prices still rule (It's surprising mind you that the Archimedes 310M hasn't taken off much faster – with a colour monitor and PC emulation thrown in for £1 280 it would seem to offer all the businessman's heart could desire But that's a different story)

The price of success

How then does a new machine succeed? We need to know this today because all around are launches the Slipstream the this year next year sometime never Flare One Sega's Megadrive the long-awaited 16-bit Nintendo II various portable/console/super STs the MSX2+ and SAM the subject of a detailed analysis in this month's Back Bytes

The essential thing is a guarantee – not your money back if you're not satisfied in seven days but a guarantee to software houses that there will be users and vice versa

With the Slipstream Konix seem to be some way toward achieving this – certainly British software houses were falling over themselves earlier this winter to get in Konix's good books There's also the advantage (to Konix) that none of the other console biggies have really concentrated on – dare one say cared about? – Britain so there's an army of potential gamesters out there just dying for a chance in a hydraulic chair

Sega's 16 bit Megadrive console due to be launched next autumn will go the way of all silicon unless Virgin Mastertronic (the Japanese firm's UK representatives) push it a bit harder than the existing Sega

The Nintendo II is several years off and even Nintendo themselves – in the shape of their UK agent Mike Wensman – recognise that software is the problem there It can take at least a year to write a decent 8 bit Nintendo game according to Wensman and obviously writing for an unfamiliar complex machine will be more well unfamiliar and complex

Still according to Wensman that pays off In Japan he claims *Legend Of Zelda* sold a mind-boggling million copies on its first day of release and it does provide 260 hours of play

> **"The new STs will be written about, exclusively previewed, and then disappear"**

The new STs will be extensively written about exclusively reviewed in posh computer magazines push forward the barriers of digital technology as we know it and then quite possibly disappear into the morass They do however have the advantage of compatibility with existing ST software which may lure people who really want a portable or a super ST On the console front I'm not so sure the Slipstream just sounds too good and the PC Engine's no slouch either

The *MSX2+* if it's ever released in Britain cannot be expected to change the face of anything however good it is with a few exceptions notably Konami software houses are already too far removed from the MSX road to get back in gear

And that leaves SAM It's a nice simple 8 bit computer nothing too flashy compatible with much of the ginormous base of Spectrum software yet it sounds good The resolution colour palette and seven channel sound are all substantial improvements on a Spectrum and even with a disk drive (fortunately 3 5) SAM will only be £199

The Archimedes were Acorns too smart for their own good?

The one word of warning is that Miles Gordon Technology are a small company and won't be able to push SAM much on TV or in the national press – not at first at least

Therefore they won't enjoy megasales (apparently recognising this and deciding to cut their losses they're putting it out on mail order before risking the high street anyway) Therefore there won't be much SAM specific software and therefore

But this is where the loop stops SAM *already has* a substantial software base thanks to the Spectrum sales achieved by Sir Clive and Big Al (Sinclair and Sugar)

So it's ironic again that of all the new machines it may be a humble ol' Z80-based Specc variant that stands the best chance

The Games machine

NEXT MONTH

The shape of things to come

■ Programmer Jez San writes exclusively for TGM on the creation of a 16-bit mega game

■ The complete guide to buying second hand micros – bargains, pitfalls and what to look out for

■ Life at long distance. TGM reports on ISDN – it's going to revolutionise gaming as we know it. Find out how the tele communications explosion is going to change the world

■ More winning entries from the Newsfield computer art exhibition

■ Charts

■ Awards

■ Competitions

■ News reports so exclusive we can't even tell you about 'em yet!

■ Games! Games! Games!

■ TGM 015 is on sale from 19 January

■ The waiting's over
■ The future is in your hands

MSX UK

• Colour Newsletter • Discounts
• PD Software • And many other offers

Membership includes monthly 12 page colour newsletter, 10% discount on a wide range of software titles, over 800 membership card and not forgetting personal friendly assistance when required

Rapidly Growing MSX User Group

INLAND MEMBERSHIP (per year) ONLY £6.95
OVERSEAS MEMBERSHIP (per year) ONLY £10.00

Cheque or PO made payable to MSX UK

MSX UK, North Lodge, Cairnhill Road, Airdrie, Lanarkshire, Scotland ML6 9RJ Tel (0236) 64045

ADVERTISERS' INDEX

17-Bit Software	130
Activision	26,27 55
Akido	142
Ance	55
Athene	130
Best Byte	131
Computer Adventure World	141
Boots	30
Computer Arena	104
D&H Games	124
Dynamic	124
Electronic Arts	2 3
Elite	13
Enkay	142
Entertainment International	90
Evesham	77
Gremlin	42 43 79,79
Kobrasoft	130
Llamasoft	93
Martech	120
Mandarin	47 55
Megaland	134
MSX	146
Ocean	6 22,23 85 84 116
Psygnosis	37
Postronix	110 111
PC Entertainment	118
Romantic Robot	143
Silica Shop	99
Telegames	130
Tribridge	144
Tynesoft	46 48
US Gold	6 7 63 64 70 71 96 100 101 114
Vector	118
Video Images	119
WTS	130
Worldwide Software	125

CAN *YOU* TAKE DALEY INTO THE MEDALS?

Enter the Olympic Challenge with Daley Thompson as you work out in the gym where your efforts will directly affect your performance in the competition itself – another first from Ocean.

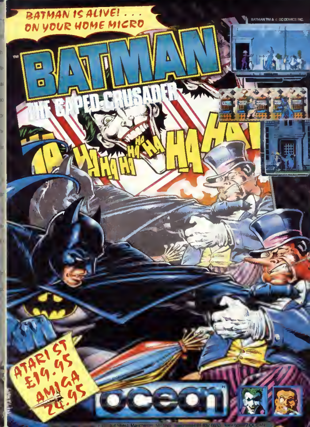
Ten Olympic events include Long Jump Shot put High Jump 100m Sprint 400m 110m Hurdles Discus Pole Vault Javelin and 1500m. You will need all your skills to build on what you hope was an impressive work out and as is necessary for all top flight athletes your judgement to select the most effective equipment for each event is now vital – a decision which can win or lose you a place on the podium. This isn't just another sports simulation this is a Daley Thompson event where all his talent and humour burst through to make a thrilling and entertaining game play for all the family. Go for the Olympic Challenge!

AMSTRAD
SPECTRUM
COMMODORE £9.95

ATARI ST
£19.95

AMIGA
£24.95

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G


BATMAN IS ALIVE! . . .
ON YOUR HOME MICRO
BATMAN TM & © DC COMICS INC.
TM
BATMAN
THE CAPED CRUSADER
HA HA HA HA HA HA HA HA HA HA HA!
ATARI ST £19.95
AMIGA 24.95
ocean
[illegible] Central Street Manchester M2 5NS Telephone 061 832 6633 Telex 66[illegible]7 OCEAN [illegible]